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ISSUE 6

PlayStation

Official U.S. PlayStation Magazine

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Official U.S. PlayStation Magazine Issue 18 (March 1999)

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Syphon Filter

Review and Strategy Inside

March 1999
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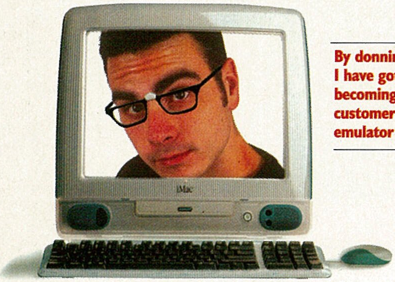
Editorial

A few unofficial words from the official editor-in-chief



By donning the taped-up glasses, I have gotten one step closer to becoming one of the target customers of the PlayStation emulator for the Macintosh.

Photo courtesy of Apple Computer, Inc.

This Is Not a Game MacHine

Just in case you haven't heard already, a company known as Connectix has introduced a PlayStation emulator for high-powered Macintoshes. It's really not too surprising. Emulation is all the rage because of hardcore gamers' desire to rekindle nostalgic feelings by playing classic video games that can rarely be found anymore. The competitiveness of emulation has intensified, with tons of the fan-made programs jockeying to be the best at mimicking various archaic game systems and computers such as the Atari 2600, ColecoVision, Commodore 64 and even stand-alone arcade games. But now they're turning their emulating energies toward mimicking game systems presently on the market, namely the PlayStation.

Now, I'm going to ignore all the legal implications, because most of you know them or can read about them in our News section. Instead I would rather look at the heart of the issue at hand: Who in the hell wants to play PlayStation games on a computer screen?

Think about it. Aside from the novelty of the PlayStation emulator, there's nothing very useful about it. Who really wants one, aside from techno-geeks and Macintosh advocates who want something to shout about in order to feel great about their purchase of that tangerine-colored iMac? Console systems are a social device; they're meant to be played on a TV, not on something as solitary as your desktop. That's why console games are so mainstream, and computer games are not. Does anyone really want to play a four-player game while they're sitting around a cramped desk with a 17-inch monitor? Not me—although I don't mind writing my editorials on them.

That's not even to mention that many PlayStation games don't run correctly on the emulator, causing games to crash and become mired in glitches. How fun would a game be if you neared the finish of an arduous level only for it to crash right before the save point? It stinks. Believe me, I know—it happens all the time when I'm playing unfinished games to write previews on them.

With PlayStation prices as low as $129 (with a Dual Shock controller), why should anyone bother getting an emulator that costs around $50 (without a controller) which doesn't even fully work? I can't think of any reasons, aside from trying to impress the greasy-haired geek whose mouth waters at the prospect of seeing a PlayStation disc being run in an environment that it wasn't meant to.

And why would you care about impressing that guy, anyway?

Kraig Kujawa
Editor-in-Chief

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PUBLISHER
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EDITORIAL
Editorial Director J.E. Funk • joe_funk@zd.com
Editor-in-Chief Kraig Kujawa • kraig_kujawa@zd.com
Managing Editor Dan Peluso • dan_peluso@zd.com
Deputy Editor Joe Rybicki • joe_rybicki@zd.com
Associate Editors Dave Malec • dave_malec@zd.com Mark MacDonald • mark_macdonald@zd.com
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Telephone (415) 547-8771
Associate Publisher, Sales & Marketing
Jennie Parker • jennie_parker@zd.com
Telephone (415) 547-8000
Account Executive
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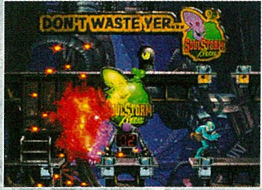

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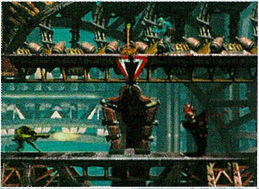
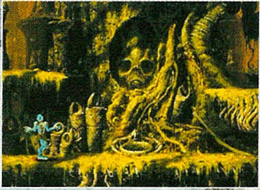


Abe gets all emotional! More panic! More talking! More pleading!



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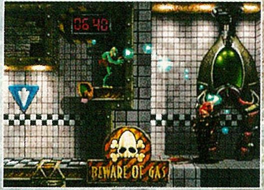

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- GameFan

"...even better - and odder - than the original."
- Official PlayStation Magazine

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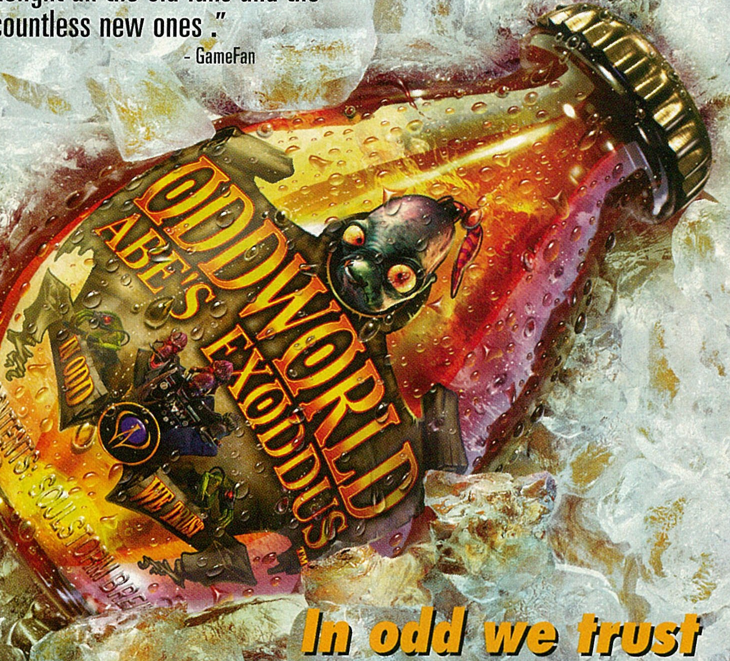

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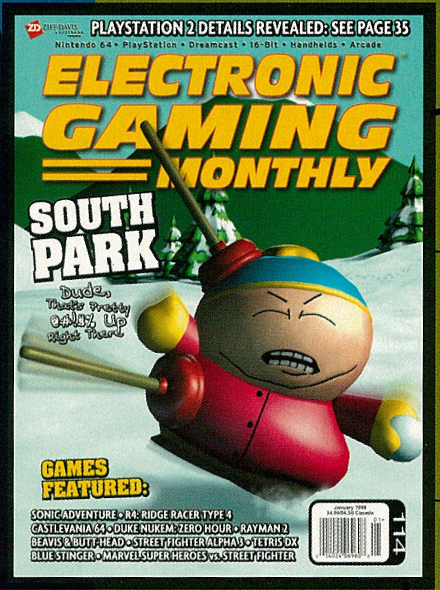

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114

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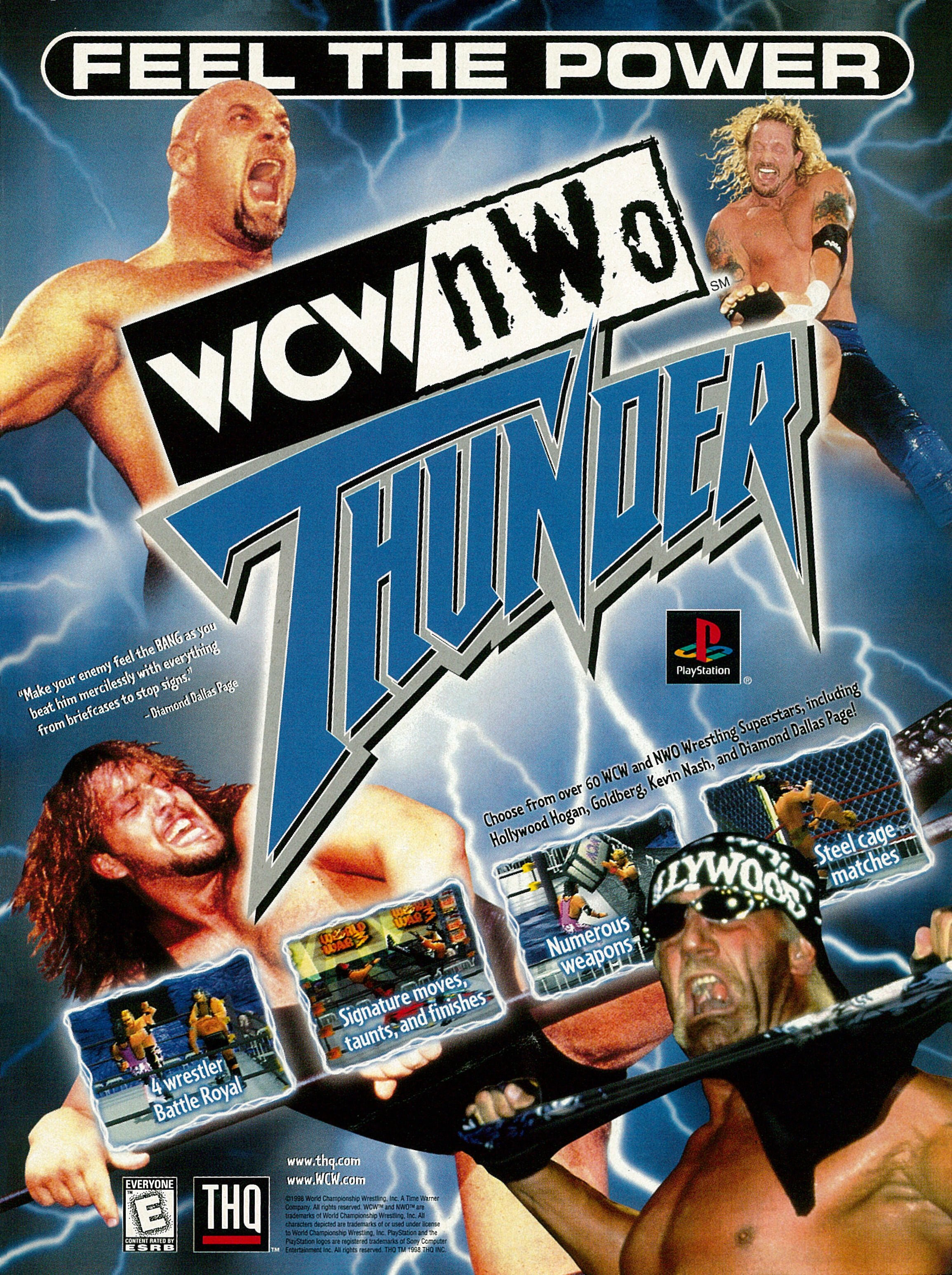
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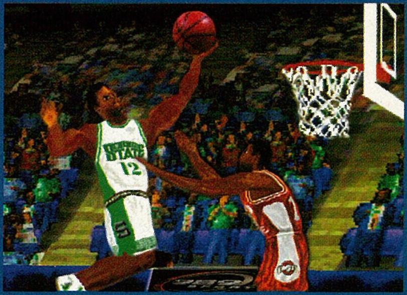

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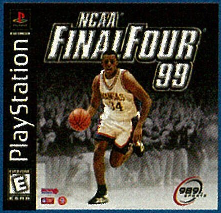
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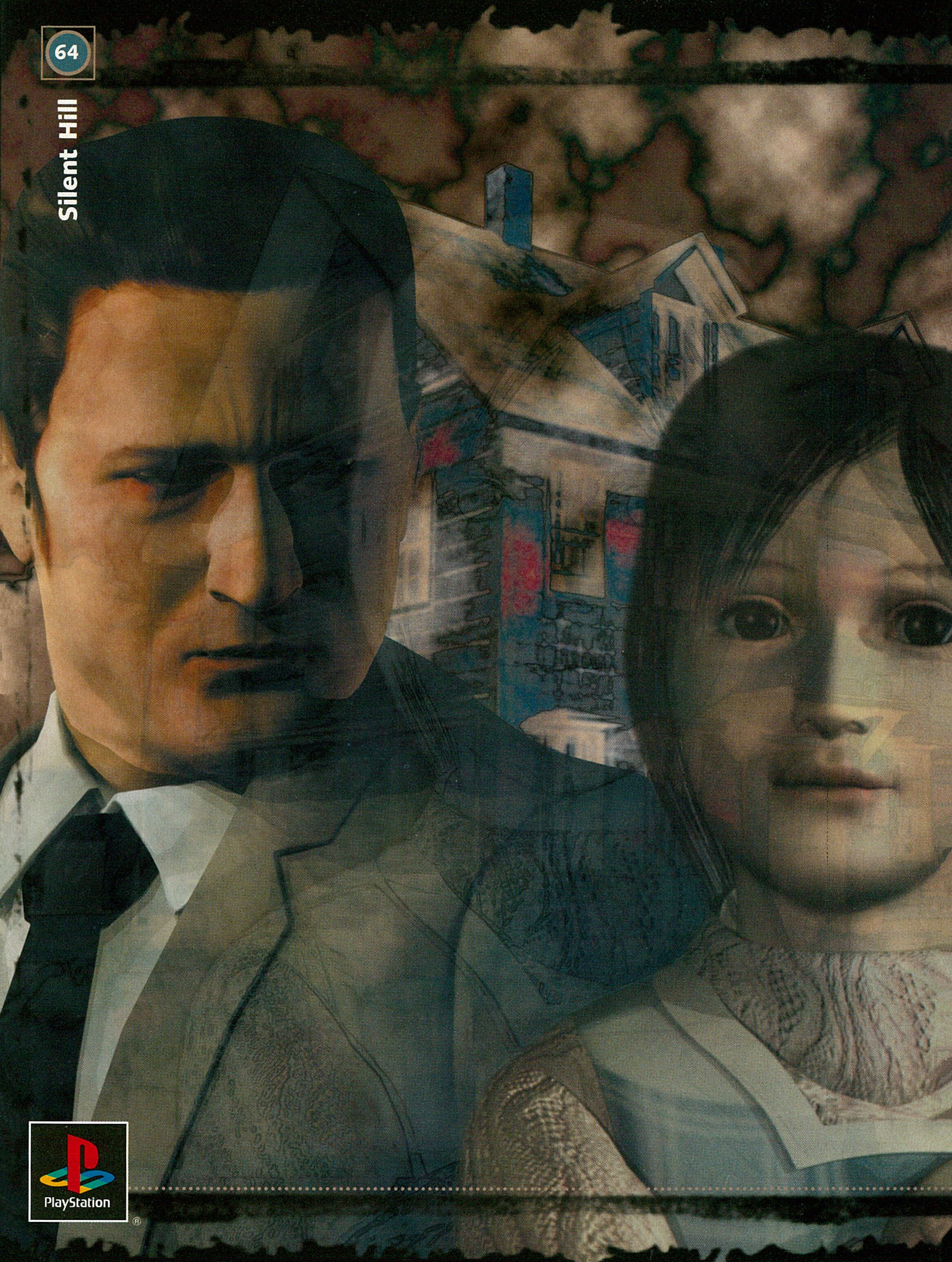


Contents

Letters

20

Check in with your fellow readers as they sound off about what's on their minds, including a "he said/she said" regarding the controversial "10 Games Your Girlfriend Will Play" feature.

News

30

The long-awaited sequel to PaRappa the Rapper is revealed, a PlayStation emulator is announced, Sammy Sosa finally hits into a Triple Play and much more.

Previews

46

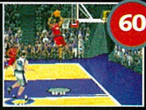
We take a look at Hasbro's Centipede ('90s style), Legend of Legaia, NBA In the Zone '99, Monaco Grand Prix, VR Baseball 2000, Bomberman Fantasy Race, Alien Resurrection and Rushdown.

International

56

Can't afford a trip to Japan? Heat up some ramen and check out our international coverage. This month more Final Fantasy VIII and a pair of hot new fighting games. It's almost like being there.

Reviews



60

Find out if Silent Hill and Syphon Filter live up to advanced billing in two huge reviews, and then see if NCAA Final Four '99 or March Madness '99 is the best college hoops game to get.

Tricks

SELECT SHIP

110

Get all the riders and courses in Cool Boarders 3, play the God Mode and have infinite ammo in Twisted Metal III, and have level select and play the classic game in Asteroids.

g.e.a.r.

120

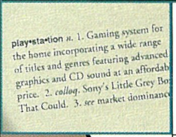
Need a little swerve in your sports gaming? Check out this pair of new controllers. We also take a test listen to a sound system that won't blow out your budget.

Demo Disc

122

Playables of Syphon Filter, Bust A Groove, Akuji the Heartless, Fisherman's Bait and No One Can Stop Mr. Domino (it's a game and a statement). Also, a peek at NCAA Final Four.

PlayStation Glossary



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Whether you're a newbie or a veteran PlayStation gamer, this glossary will help you get up to speed with the jargon and buzzwords often thrown about.

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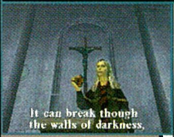
Silent Hill



Prepare to be seriously spooked by Konami's chilling adventure. Is it a true Resident Evil rival, or just a knockoff? Find out in our giant, in-depth review.

64

Syphon Filter

A peek into our top-secret strategy files for 989 Studio's new espionage adventure. For your eyes only. This magazine will self-destruct in 20 seconds.

96

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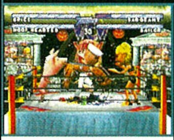
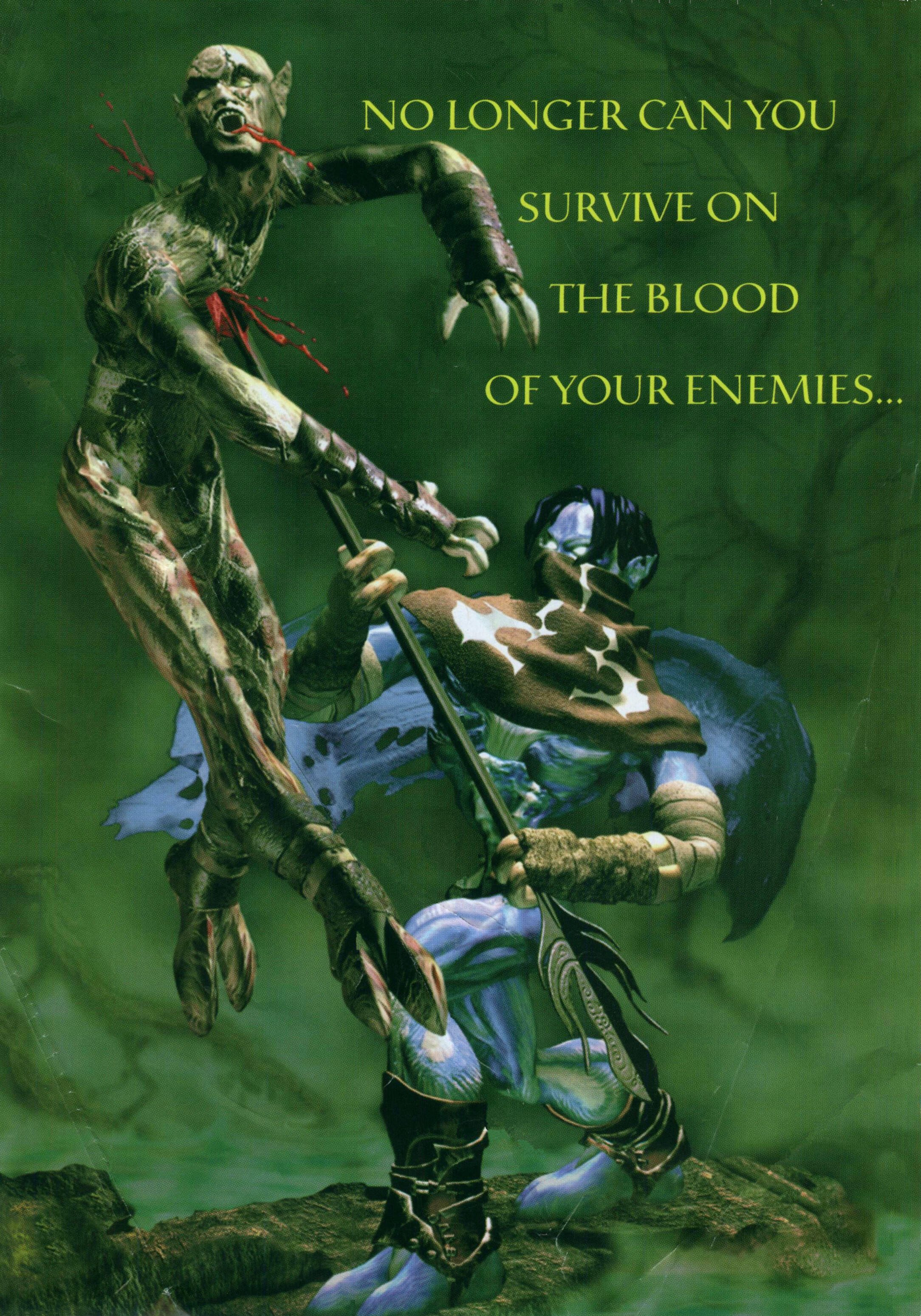


Can't quite beat your buddies into submission? You will if you check out this easy-to-use guide to your favorite wrestlers and their moves.

106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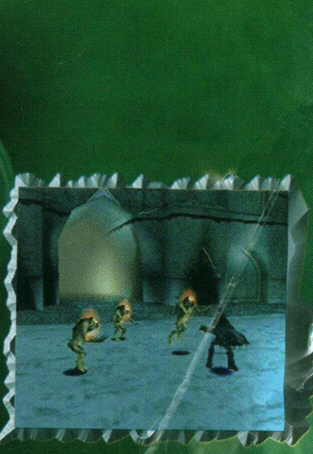
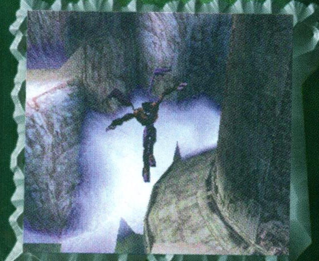
OF YOUR ENEMIES...





- As Raziel, stalk Nosgoth feeding on the souls of your enemies
- Engage your creator, Kain, in an epic struggle for dominance
- Dark gothic story
- No load times

...YOU MUST DEVOUR
THEIR SOULS

"one of the most impressive-looking games we've seen on the PlayStation."

–PSM

"...the completely revamped sequel to Legacy of Kain promises high immersion factor."

–Spin

"...very impressive indeed."

–EGM

"...the game already boasts ornate 3D environments that are definitely among the best we've ever seen."

–Next Generation

"...without one ounce of doubt, Legacy of Kain: Soul Reaver could be potentially one of the biggest games of the year."

–PSExtreme

"Vampire fans get ready - Soul Reaver could be the ultimate thriller ..."

–GamePro

"Soul Reaver is a game so dark and foreboding that light wilts in it's presence."

–Gamers Republic

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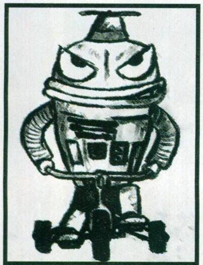


**Dear OPM,
I noticed that the spines of the recent issues of OPM form a picture of a monkey riding a tricycle. Why?
Steve
jerzydevl5@aol.com**

We have no idea what you're talking about. We've been hearing of strange manifestations showing up on magazine spines for quite some time now, but reports have been conflicting. Some claim to have seen a robotic creature, while others say the unidentified being is in fact of aquatic origin. Based on the reports, we've assembled this composite sketch. If you happen to see this creature, remain perfectly still and it may leave you alone.

More Gender Wars

Dear *OPM,*

I just bought the January issue of your magazine. What were you people thinking? I have never seen such a misogynistic, condescending, idiotic display of Neanderthal male canine mentality! I am referring to the article "10 Games Your Girlfriend Will Play." Do you honestly think there are no women players? I, myself, play Final Fantasy VII, Kagero: Deception 2 and Metal Gear Solid. But don't think I'm just a psycho tomboy. I am an attractive wife, and mother of two young children. What makes you think you can ridicule an entire group of people? Would you have dared publish an article mocking African-Americans or Native Americans? I get the fact that the article was supposed to be a lighthearted look at couples, but PLEASE, do you think women are stupid? It is my opinion that it's time for your "little boys' club" to take a reality check. Just when I thought I had found the perfect magazine that catered to my interests as a serious gamer, you had to mess it up by being ignorant. Congratulations, you've graduated to official pig status and deprived me of one of me favorite magazines.

tonya.brown5@gte.net

Dear *OPM,*

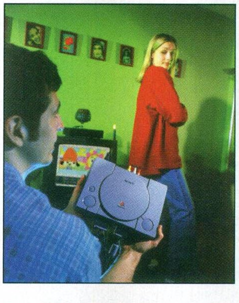
I know people are gonna complain about "10 Games Your Girlfriend Will Play." People are gonna whine to you saying it's "sexist." I've seen people do this complaining about stuff like your last Lara Croft cover, etc. Well, I would just like to make it clear to them that it wasn't talking about all girls, just ones who aren't into video games. Some girls actually go for the "cute" approach when it comes to video games.

Jo Lammert
via the Internet

Dear *OPM,*

My friends and I were very upset, annoyed and most of all disappointed at your article titled "10 Games Your Girlfriend Will Play." We are all girls, and we could kick any guy's butt at any PlayStation game challenge. This article proves how entirely sexist your magazine is, and how it is totally geared toward guys. We used to read your magazine all the time, but from this article, we are all going to switch to a video game magazine less biased toward guys. To redeem yourself we would like an article telling us what games we could get our boyfriends to play, because they have no clue how and get mad at us when we play. You need to broaden your horizons and think about things that everyone could get something from reading.

Gina, Karen, Kelley, Lauren
and Becky



Dear *OPM,*

I just read the article in your January issue on "10 Games Your Girlfriend Will Play" and MAN, let me tell you, it was hilarious! The article was on point about everything. I felt like I was reading an article out of *Men's Health* or *Maxim.* And you can tell it was written by a guy who knew what the hell he was talking about. AMEN to you, my brother; we've ALL been there. Keep those articles coming. They fit the "older" crowd, or those old enough to understand the content behind the remarks.

Ruben D. Camacho
PrnDr4ever@aol.com

Dear *OPM,*

I am a big fan of the PlayStation and your magazine. I just recently opened the issue that included the article "10 Games Your Girlfriend Will Play." Just from the title alone my jaw dropped. I am a 26-year-old female who is married and has children. Needless to say, this article was something beyond belief to me. Why is it, in this day and age, that men still feel the need to separate themselves from their female counterparts? I enjoy the same games that most of your male readers do; as a matter of fact, so do most of your female readers. We don't look for flowers and puppies when we play a game. And we also don't look for "cute...fuzzy... awwww...delightful...easy controlling" games. Some women actually look for gore, complexity and action. I, myself, am a huge fan of Metal Gear Solid and the Resident Evil series. I implore you to stop with the separation of males and females, especially in the video game genre. There is no difference between us, unless you put it there.

V. Hagerty
VHagerty@aol.com

As you can see, this was an exceptionally hot topic this month. We appreciate all the candid criticism, but we must point out that the article was indeed aimed at a specific (and significant) segment of our readership. Of course the article was not intended to represent all women; it's meant as a handbook, of sorts, for fellows looking to entice their significant others into the world of PlayStation gaming. Clearly the female segment of the gaming community doesn't need such enticement. We don't have to try to lure you into our world—

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.
We can't wait to hear from you.

stop it before
it multiplies.
[the plague.]

L1
R1
Guarded
Normal
Aggressive
Special

[not the praise.]

["Stunning spell effects" —*EGM*]

["Deep, involving storyline...beautiful graphics" —*GamePro*]

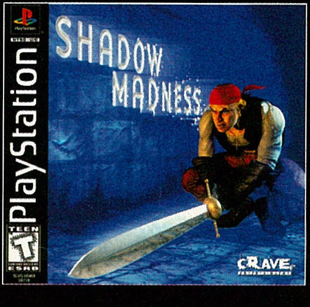
["Beautifully rendered" —*Next Generation*]

["Loaded with exquisite music." —*Gamer's Republic*]

["Unravels like a good mystery...epic" —*PSM*]

["A highly interactive world." —*PSExtreme*]

[www.shadowmadness.com]


PlayStation
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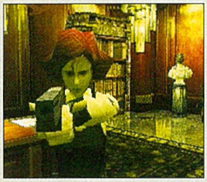
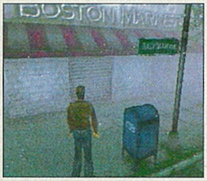
Caption Contest Winner



"You have five seconds to hand over the Furby!" Congratulations to J.C. Lowery of Vernon, TX!

Due to our long lead time, we elected to award a second winner for January's contest. Watch for February's winner next month!

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screen shot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game. Now, see what you can do with this pic:



[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 125.]

you're already here! We thought this was made clear enough in the introduction to the piece, but we do apologize for any misunderstanding that any lack of clarity may have caused.

Incidentally (listen up, Ruben!), this article was written by a *woman*! Perhaps another thing we should have made a bit more clear...

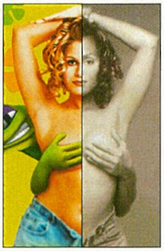
And One to Grow On

Dear *OPM*,

I have a question about your January issue. In the article "10 Games Your Girlfriend Will Play" it shows the man holding a PlayStation with three separate AV cables hooked directly into the back. Is this how the Japanese PlayStation looks?

"Grey Fox"
via the Internet

Nice catch! Actually, you're looking at one of the earlier incarnations of the PlayStation hardware. Originally, the system included RCA ports on the back in addition to the AV Multi Out. Considering how simple it was to make a cable for the Multi Out that has a complete set of RCA jacks on one end, the original ports were later removed to help lower the price of the hardware.



Misunderstood Gecko

Dear *OPM*,

We purchased your January issue to go along with the new PlayStation we bought our nine-year-old son for Christmas. However, we were outraged when he showed us the "centerfold" Joy of Gex. We were careful not to buy him any "mature" rated games, but didn't realize that the official magazine was geared for a mature audience. Of course, we will never purchase your magazine again and we will warn all other parents to avoid it as well. It is unbelievable that Sony would allow your magazine to alienate such a large segment of their market.

Judy McKenna
via the Internet

Wow, two major controversies in one issue! Of course you (and the rest of the concerned parents we've heard from) have every right to censor what you feel is not appropriate for your children to view. But be aware that this image was a deliberate spoof of a relatively recent cover of a long-running and well-respected music magazine. This cover featured a well-known pop artist wearing nothing above her waist but a pair of strategically placed hands belonging to a person standing behind her (much like in the similar image at left)—a real person, not a computer-rendered game character. This magazine was displayed on magazine racks in everything from book stores to supermarkets. Happily, most readers seem to have seen the connection, and the humor of the pose.

Letter of the Month

Dear OPM,

What in the world were you thinking?

I am 16 years old and have been playing video games since I was four (ah, the old ColecoVision days...). In January you wrote (well, GrrlGamer wrote) an article called "10 Games Your Girlfriend Will Play." Did you have a hate-mail wish? Every female and some male gamers should have wrote to you in disgust. I thought the gaming world was over the sexist thing; apparently I was wrong. I found a few lines that make my point.

I will play any game that is good, and not because the characters are "sooo cute with big heads and little bodies!" Girls CAN and DO play sports games. Don't you think that saying all baseball games are a "snorefest for a girl" is a little sexist? Let alone the line that says girls would never play a sports game.

So girls can't play war strategy games either? Wow, I am going to have to stop playing a few games...Better leave those tough thinking games up to the men, right? Yeah, you're right, I'll go play something with a little fuzzy character.

You get my point. I am just trying to get girls to be on an equal level with guys. We don't need "special girl games"; we just need good games, like guys. Maybe next month you could do an article called "10 Games Your Boyfriend Will Play" (yeah, right).

Jess Reed
Akirazz@aol.com

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written expositions on the state of the video game world and you too could win an official OPM Box o' Joy. New surprise goodies every month! Enter early, and enter often!

Congratulations to Pam Thurston of Portland, Maine, for winning the grand prize in the *OPM*/Team Losi RC Racer contest from the December issue.

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www.mcfarlane.com

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One SHORT Film...

Dear *OPM,*

Please answer my question, because there might be other confused readers of your incredible magazine. In Vol. 2, Issue 4, on page 28, you stated that it would take an entire day to create one second of the Final Fantasy movie. You also said the movie is to be released in 2001, which leads to my question. If they started making the movie Jan. 1, 1998, and released it Dec. 31, 2001, the movie would only be about 24 minutes long. Was there a typo in your magazine? Were you lying when you said it would take a day to make one second, or is it just me? If there was a typo and the day was supposed to be an hour, the movie would then be a healthy two hours and 23 minutes. Please answer my question.

Kenae Brooks
El Paso, TX

That's a good point. Perhaps we could have been a bit clearer by stating that it takes a *single* rendering system an entire day to create one second of the film. Of course, when you consider that Square will more than likely be using multiple rendering systems to work on different segments of the film simultaneously, it's easy to see how they'll be able to meet their deadline.

If You Have To Explain...

Dear *OPM,*

Why is it that [at a certain point] in Metal Gear Solid, my TV screen goes blank and the word "HIDEO" appears in the upper-right corner? Do I have a defective version?

name withheld
via the Internet

You don't have a defective version; the programmers are just playing a little joke on you. In order to make the player feel like [a certain character] is controlling his or her television, the game switches to a screen that closely resembles the state many newer televisions default to when video signal is lost. But instead of displaying the standard "Video" message, the programmers got cute and put in the first name of the game's director, Hideo Kojima. It's funnier in the Japanese version; while it's easy to spot the difference between an "H" and a "V," the Japanese spellings of "Hideo" and "Video" look *much* more similar.

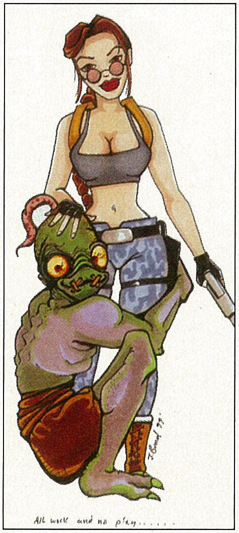
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

Did you buy a copy of our magazine that did not contain a demo CD? Within 60 days from the time of purchase, simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

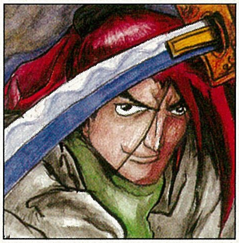
Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

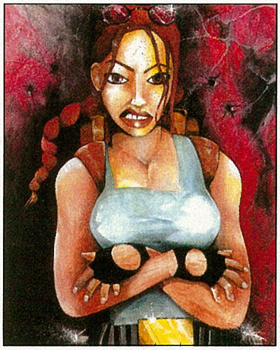
Did We Mention We Have Reader Art?

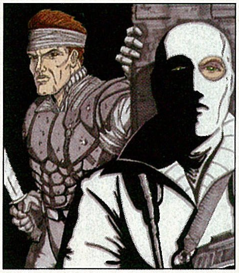
Every month we'll be picking one exceptional piece as our Reader Art of the Month. The creator of the winning work will have his/her piece published and will receive a new game (a *good* new game) in the mail—so include your mailing address with all submissions. Runners-up (as many as we want, 'cause it's our magazine) are printed as well. Good luck!


J.Bond '98
All work and no play.....

Check out this month's artists (clockwise from right): Steven Nguyen, Bronx, NY; D.C. Garcia, Raeford, NC; Daniel Hogan, Vancouver, BC; and this month's Reader Art of the Month winner, Jacquie Bond of Sacramento, CA. Congratulations, Jacquie! Your new game is on its way!







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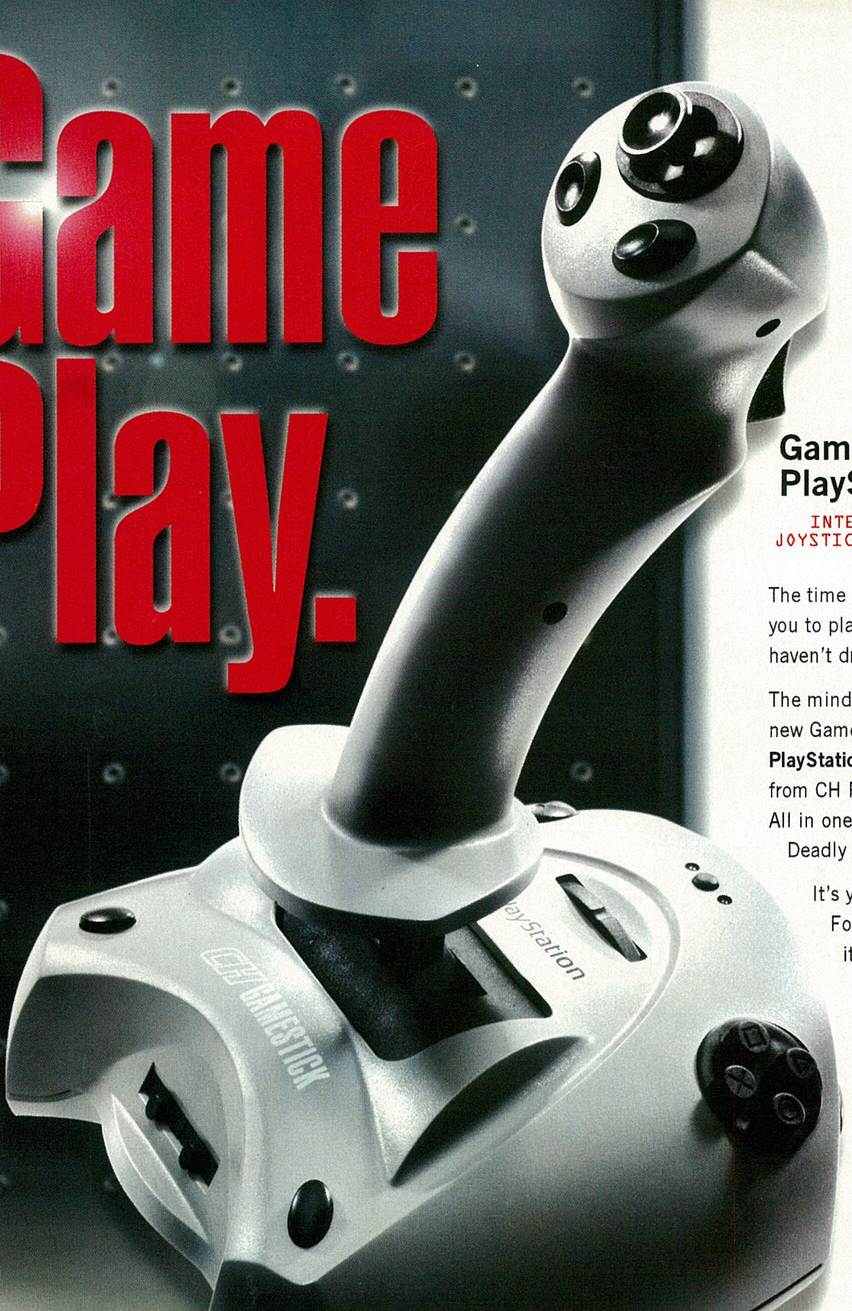
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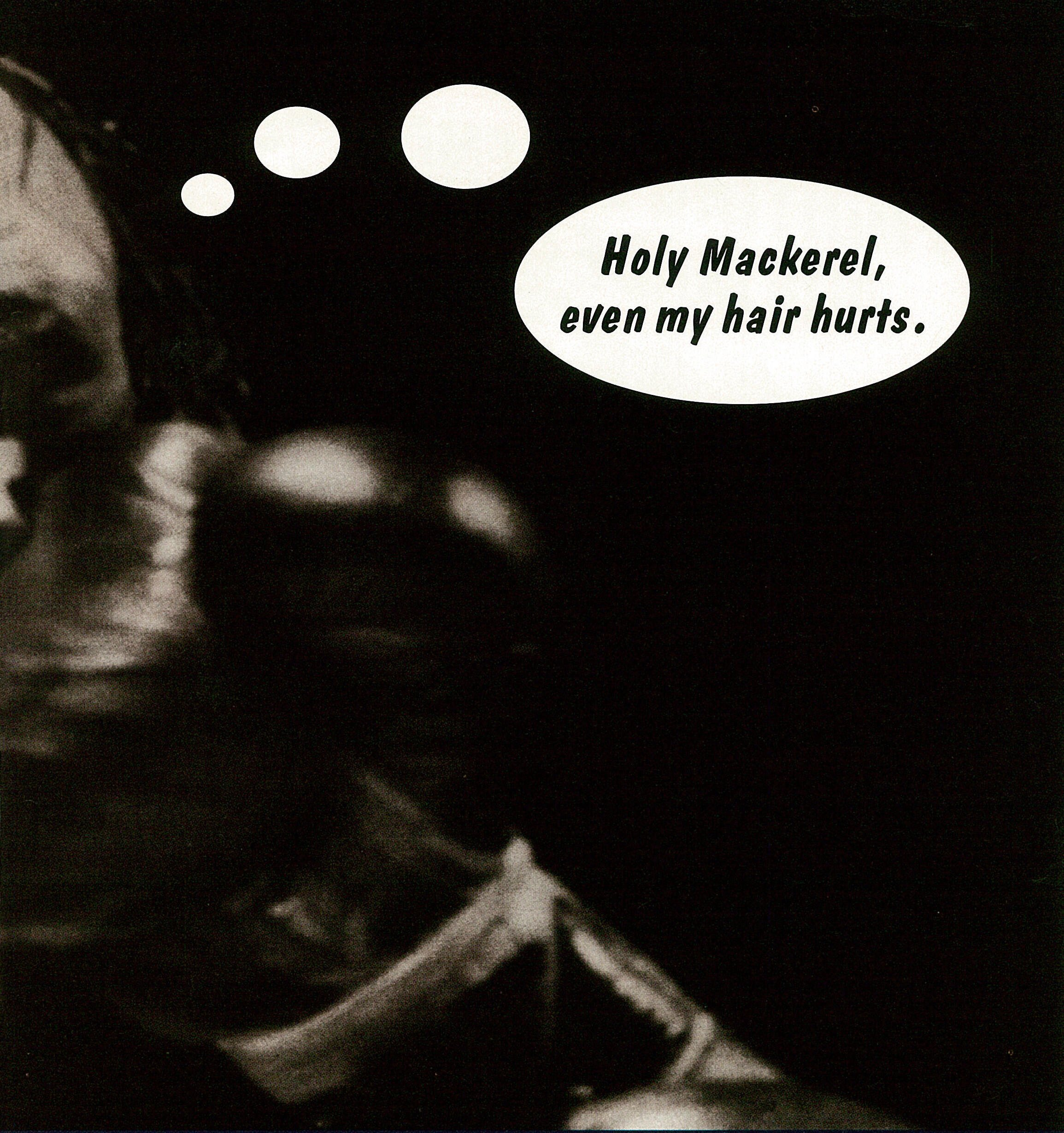

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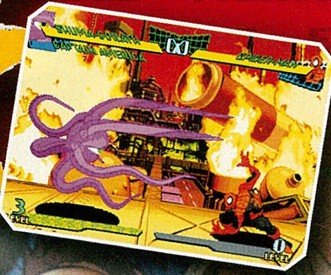

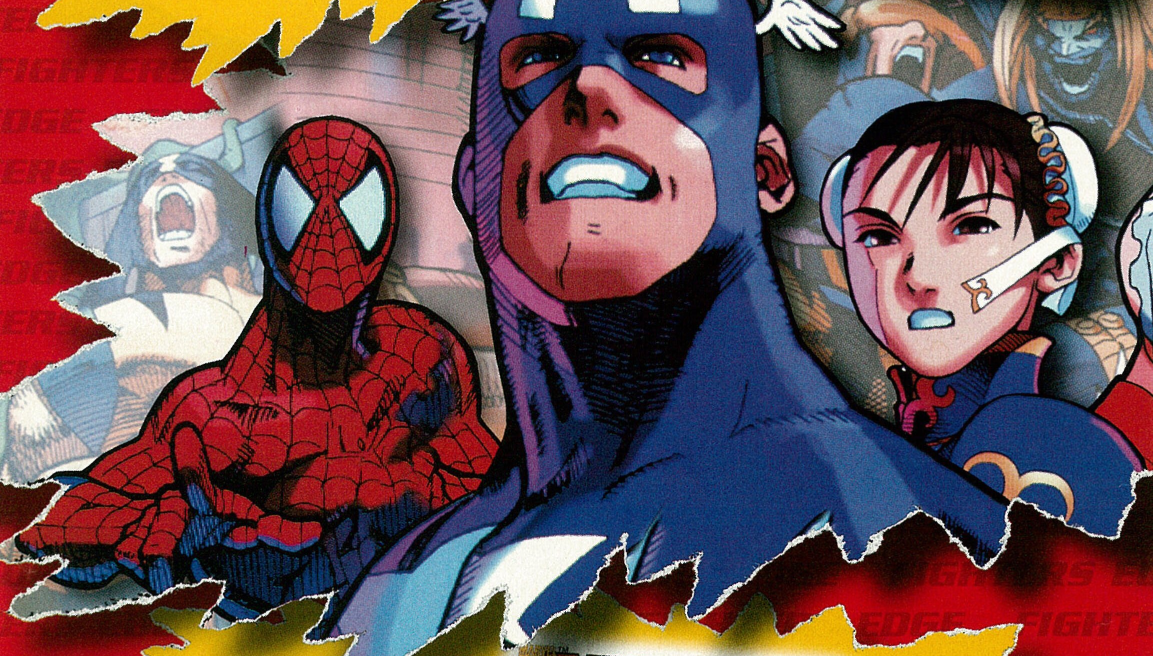

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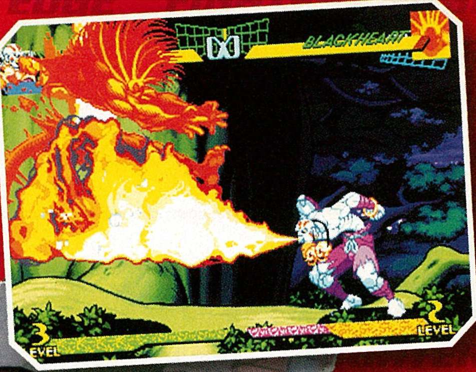

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Imitation PlayStation for PCs

They say that imitation is the sincerest form of flattery, but the folks at Sony might disagree when it comes to a new emulator designed to play PlayStation games on personal computers.

The Virtual Game Station, which was announced at MacWorld Expo in January, will allow gamers to run PlayStation software on Apple's Macintosh computers equipped with G3 processors, including the popular iMac line. The program, though, will not run on Macs upgraded to G3's via an upgrade card.

PlayStation
NOT Licensed by Sony Computer Entertainment America
iMac
Connectix Virtual Game Station
Connectix

Produced by Connectix, a traditional PC developer, the Virtual Game Station is a no-frills emulator, which means you can't yet play PlayStation games in a window, or adjust the color output, or grab video or sound captures from your favorite games. While not all games are fully compatible with the product, most can be played without a hitch.

This is the first time a console system emulator for the PC has been offered commercially, and that raises some potential legal questions. Although it hasn't happened yet, Sony could try to stop the product from being sold by filing an injunction against Connectix, similar to what Nintendo did in the late '80s to stop the sale of the Galoob Game Genie. But that's something Connectix isn't worried about now.

Roy McDonald, president and CEO of Connectix, told us that Sony "would have no basis for any legal action since we haven't used any of their software copyrights in the creation of the Virtual Game Station. It's been found in the past that software emulation of a hardware system does not violate patent law."

And Connectix would know, as the company also produces emulators for the Mac that allow users to run Windows and DOS applications and games on the Macintosh.

Sony has yet to issue any official statement regarding the Virtual Game Station.

Connectix has built in some of the same safeguards that Sony uses in authentic PlayStation hardware. The VGS recognizes and plays only U.S. PlayStation games, and won't play pirated software or Japanese imports. Insert a Japanese game, and the program ejects the disc. McDonald told us that the company was extra careful with these kinds of precautions for the first release of the software.

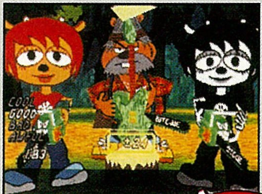
We tested the Virtual Game Station on our Macs and found that for the most part it's a stable emulator. We did notice some sound glitches, and some games were so choppy they were unplayable. Although Connectix has already sold copies of its Virtual Game Station at MacWorld, the company is continuing to work on smoothing out these wrinkles before they release an updated version in stores, possibly as early as mid-February. While the Mac is going to be getting the VGS first, Connectix does plan on making a Windows version, although no release date has been set yet.

Unreal for PS...Real?

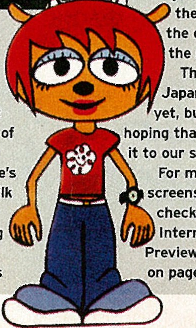
One of the biggest PC games of 1998, GT Interactive's first-person shooter Unreal may be on its way to the PlayStation. Although there's been no official announcement yet, reports are circulating that work has already started on the conversion, to be released sometime this year.

PaRappa Gets His Groove Back, Rock-'n'-Roll Style

PaRappa is back! Well, sort of...



The wacky 2D star of Sony's hit rapping game, PaRappa worked his way into the hearts and minds of gamers the world over. In Japan, PaRappa became so popular that he even became a PlayStation mascot.

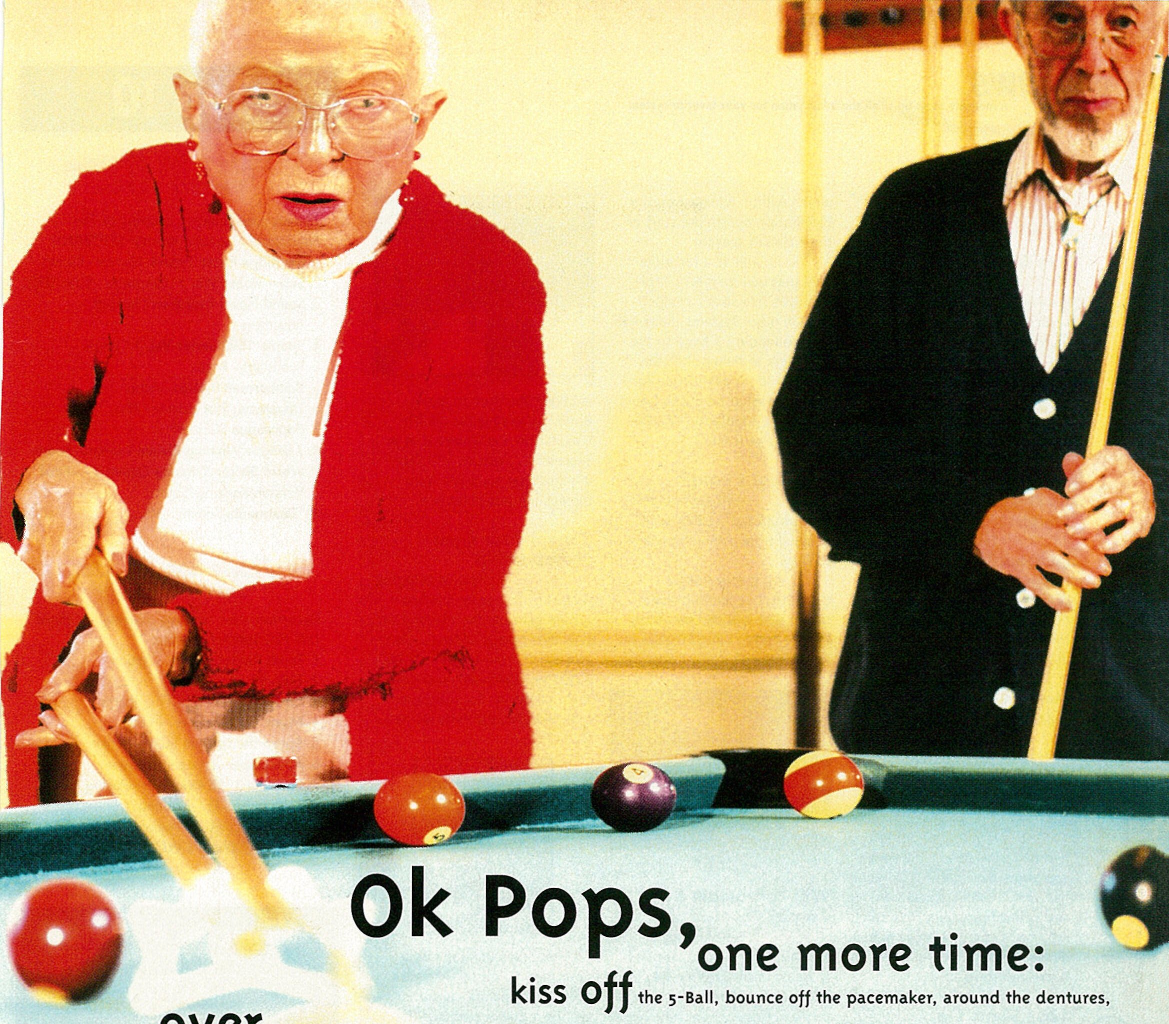


With the start of the new year, Sony began running ads on Japanese TV for the sequel to PaRappa the Rapper. But it isn't what you think–it's a different kind of game. Called Unjammer Lami, the game stars a lamb named Lami (of course). She's a rockin' guitarist who, along with her Milk Can bandmates Katy Kat (from the first game) and Mah-san (a mouse), is striving to become the greatest band ever.

Instead of rap, Unjammer Lami centers around rock music, although some of the teachers from the first game make appearances. It's still not clear whether PaRappa himself will join the fun. Sony has put in a two-player cooperative mode, although we have yet to see details on exactly how that will work. In the commercial (which you can see at videogames.com), an icon in the upper-left corner of the screen switches from Lami to Katy, and this could be how the game handles a second player. As before the "Cool, Good, Bad, Awful" meter is in the game, now located on the left side of the screen.

The game will be available in March in Japan. A U.S. release hasn't been confirmed yet, but we're hoping that it makes it to our shores.

For more screenshots, check out our International Previews section on page 56.



Ok Pops, one more time:

kiss off the 5-Ball, bounce off the pacemaker, around the dentures, down the walker, **over** the adult diapers, across Martha's cat, back on the table to the 9-Ball

nothing but pocket!

Get ready to be immersed in the world of the pool hustlers. It's so real you'll swear that you can feel the chalk on your hand as you approach the table for another shot. So pop in your favorite cd and get ready for hours of play as you choose from a myriad of modes in Backstreet Billiards.

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Customer Service: 650-780-0166

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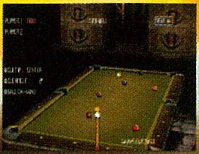
- 5 Carom games including: 4Balls, 3Balls, Free, 1 Cushion, 3 Cushion
- Grand Total of 14 different games
- Music CD Option: insert an audio CD of your choosing to enjoy your favorite tunes while chalk'in up the old cue
- Seven unique modes to choose from: Story, Pocket game, Carom game, Practice, Trick shot, Speed, Technical
- Vibration function compatible

Backstreet Billiards™



PlayStation

EVERYONE
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CONTENT RATED BY ESRB

ASCII ENTERTAINMENT

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News Bits

Too Much Tetris

THE FACTS: Tetris is coming to the PlayStation later this year in at least two incarnations. The first is Blue Planet Software's The Next Tetris, which will be brought to the U.S. (it's out in Japan now) by an unknown publisher. Capcom is also bringing out Arika's Tetris the Grand Master in Japan (and likely in the U.S. later), which has plenty of new features and upgrades to the original game.

THE RUB: Tetris is a simple game, but Blue Planet's stripped-down The Next Tetris is almost too plain. Tetris the Grand Master lets you customize the game to be as simple or complex as you'd like.

Horrified by Horror Games

THE FACTS: Sunsoft is bringing their Resident Evil-style adventure game Hard Edge to the U.S. in March under the title T.R.A.G.

THE RUB: If you read our international previews last month you know the import Hard Edge has some serious slowdown and control problems. We can only hope some of those hard edges are smoothed out before it's released here.

Sosa Signs On

THE FACTS: Chicago Cubs slugger and 1998 National League MVP Sammy Sosa has signed a deal with Electronic Arts to become the spokesman for EA's Triple Play 2000 title, which will be released on the PlayStation before the start of the baseball season.

THE RUB: This is a lucrative deal that will help EA's Triple Play title rise above competitors on other systems. Sosa will also be lending a hand to the designers to help polish the game. And if Sosa can do for the game what he did to boost baseball's popularity, TP 2000 is sure to be a hit.

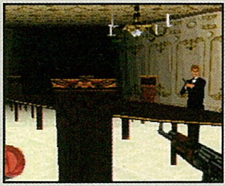
Not Fast Enough

THE FACTS: ASC Games' Jeff Gordon XS Racing has been delayed from a March release to May.

THE RUB: It may not be NASCAR, but this futuristic racing title will still be out in time to have racing fanatics in front of the TV for the summer.

Will Tomorrow Ever Come?

THE FACTS: Speaking of delays, MGM Interactive has decided to delay until summer the release of its Bond game based on *Tomorrow Never Dies*. Black Ops, the developer, is currently working on adding new multiplayer and skiing levels.



THE RUB: This continues the fine tradition of movies-into-games, but it looks like MGM is taking the time to make sure Bond is done justice on the PlayStation. Let's hope they're successful, because let's face it—most games made from movies are just plain bad.

Cancel Your Gym Membership

THE FACTS: Konami is bringing its Dance Dance Revolution arcade game to the PlayStation later this spring in Japan. The game will retail between 5,000-7,000 yen ($45-63), and a separate controller for the game will retail for 3,000-4,000 yen ($26-36).

THE RUB: It's PaRappa with your feet. So git up 'n' dance, fool! The separate controller will be a power pad (see the arcade setup pictured above), where you use your feet to dance along with the on-screen commands. Not only fun (if you like PaRappa-style games), but great exercise, too. Word.

Top 10

Japan's Top 10-Selling PlayStation Games

January sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **R4: Ridge Racer Type 4** Namco - Racing
2. **Super Robot War F** Banpresto - Strat./RPG
3. **Sound Novel Evolution** Chunsoft - Adventure
4. **Simple 1500 Series Vol. 1** Culture Publishers - Puzzle
5. **Bomberman** Hudson - Action
6. **Tamamayu Story** Genki - RPG
7. **Poporogue** SCEI - RPG
8. **J League Winning Eleven** Konami - Sports
9. **World Soccer Winning Eleven 3 — Final Version** Konami - Sports
10. **Beatmania** Konami - Misc.

U.K.'s Top 10-Selling PlayStation Games

December sales rankings courtesy of *Official U.K. PlayStation Magazine*:

1. **Tomb Raider 3** Eidos - Action
2. **FIFA 98** EA - Sports
3. **Cool Boarders 3** SCEE - Sports
4. **Music** Codemasters - Misc.
5. **Spyro the Dragon** SCEE - Action
6. **Apocalypse** Activision - Action
7. **Formula 1 '98** Psygnosis - Racing
8. **Tekken 3** SCEE - Fighting
9. **Tenchu** Activison - Action
10. **Michael Owen's WLS '99** Eidos - Sports

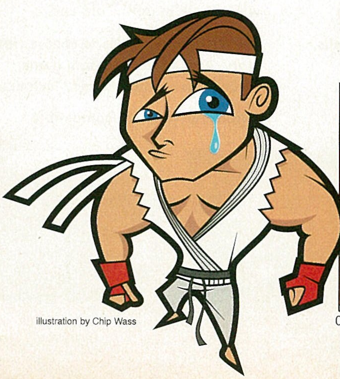
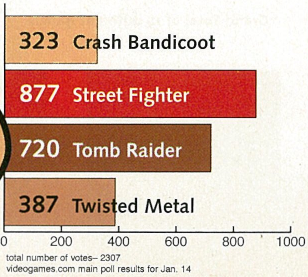


illustration by Chip Wass

Which Series Are You Most Sick Of?



total number of votes– 2307
videogames.com main poll results for Jan. 14

Winning the Good Fight

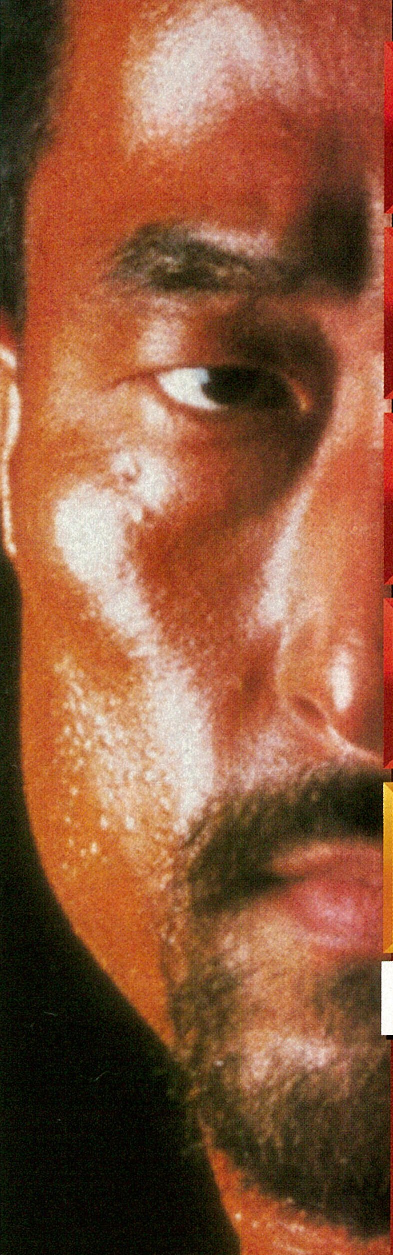
Maybe game companies actually do listen to their customers.

Ever since Ascii canceled their plans for the make-your-own-fighting-game Fighter Maker, fans have been begging them to reconsider. Last month, we reported that Ascii was once again considering a U.S. version, and wanted to know from fans whether there was still enough demand for a conversion.

Soon after, in an interview with the PlayStation Underground Radio Network, Mitch Kampf of Ascii said that Fighter Maker will be coming here in the first half of the year.

Fighter Maker allows you to create and play with your own 3D fighters. "You can actually articulate just about any joint in the body and create your own moves," Kampf said.

"If you ever wanted to be a software designer and you're also a fighting game fan," Kampf said, "then this is the game for you."



KARATE

KENPO

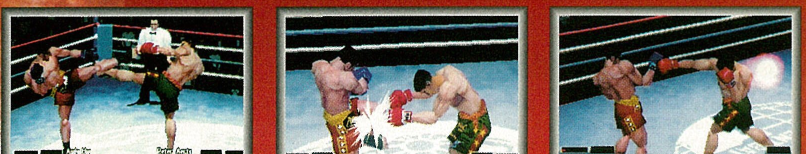
KICKBOXING

KUNG-FU

K-1 REVENGE

K-1 REVENGE *combines all forms of* ***MARTIAL ARTS*** *in a raucus type of fighting simulation that combines the special moves and combos of the best fighting games with the gritty realism only possible when the action is based on the true life capabilities of* ***ACTUAL K-1 FIGHTERS.***

The "K" of K-1 refers to the main disciplines that are represented in K-1: Karate, Kickboxing, Kung-Fu & Kenpo. The "1" represents the fact that this is an open weight-class fighting sport and also the champion is truly #1, the best.



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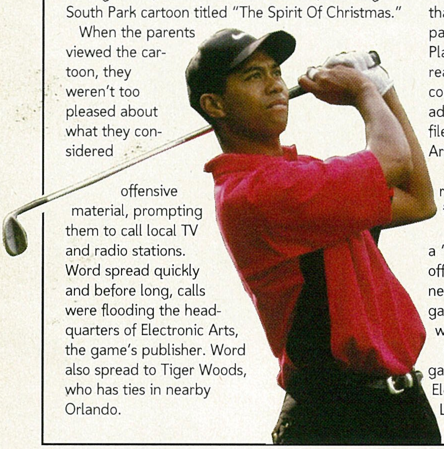
Oh My God! Kenny Killed Tiger!



Blame a case of mistaken hardware identity for a complete North American recall of a recently released PlayStation title.

A parent residing in Tampa Bay, Fla., mistakenly bought the PlayStation version of Tiger Woods 99 PGA Tour Golf for a child who didn't own the game system but instead owned a PC. The child put the disc into his computer and attempted to load various files (PlayStation file directories are accessible through a PC). One of the files did run, showing a South Park cartoon titled "The Spirit Of Christmas."

When the parents viewed the cartoon, they weren't too pleased about what they considered offensive material, prompting them to call local TV and radio stations. Word spread quickly and before long, calls were flooding the headquarters of Electronic Arts, the game's publisher. Word also spread to Tiger Woods, who has ties in nearby Orlando.

EA immediately recalled the North American PlayStation version of Tiger Woods 99 (the PC version is untainted). The company estimates that there are roughly 100,000 copies of the game in retail.

When asked about the file, Kathy Frazier, a public relations official at EA, said that "extra PC files are put on the disc as bits of packing material—data around the edges of PlayStation games so that the laser knows not to read that part while playing the game." This is a common occurrence, according to Frazier, who added, "No one really checks those useless data files. It went through both Sony and Electronic Arts' QA (Quality Assurance)."

At press time, EA was looking into who was responsible for the incident and how the material in question was added.

Since the recall, the game has been labeled as a "collector's item" by some, and others have even offered to buy it for as much as $100 on Internet newsgroups. Some posts even showed non-golf gamers rushing to stores to buy the game before it was taken off store shelves.

Customers who have bought the recalled video game may return it for exchange by mailing it to Electronic Arts, 6712 Grade Lane, Bldg. 5, Louisville, KY 40213. Or maybe they can just make an extra buck by selling it to a collector.

PlayStation Sails Toward New Records

After breaking numerous sales records, the PlayStation is now lending its name to a giant catamaran that's hoping to break several others—like the 24-hour speed record and the trans-Atlantic record, for starters. Then the S.S. PlayStation will set off to compete in a nonstop race around the world beginning Dec. 31, 2000.

Which game are you more excited for?

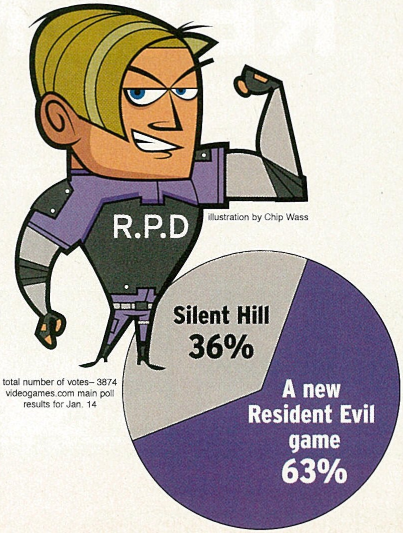


illustration by Chip Wass

total number of votes– 3874
videogames.com main poll results for Jan. 14

10 things we think we think this month

1 The only baseball video game that has a chance of topping Sosa-endorsed Triple Play 2000 is the game that signs Mark McGwire.

2 If 989 Studios is smart, they'll make Randy Moss their cover boy for NFL GameDay 2000.

3 Scientists have discovered that the Y2K bug may hold the key to stopping Mr Domino.

4 We're sick of snowboarding games, and the industry is just starting to get the message. They're now turning to skateboarding.

5 There was something really satisfying about putting our previews of Alien Resurrection and two new Elmo games on the same page. The only question is, Which one is scarier?

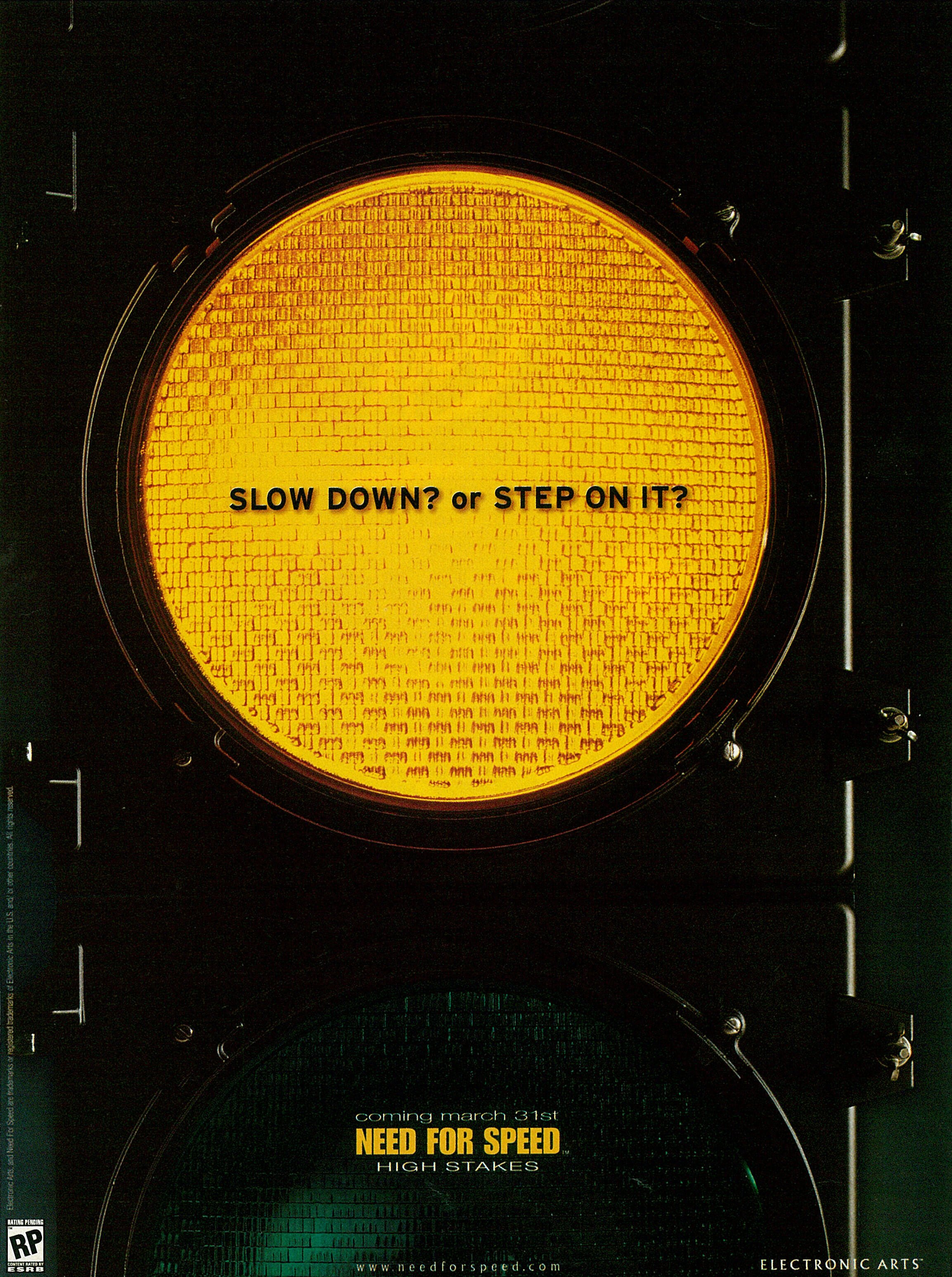
6 You know a game company like Konami is on a roll when they produce Silent Hill after Metal Gear Solid. Heck, they even followed up with a really fun fishing game, too.

7 Maybe even a good Contra game won't be far behind. Miracles happen.

8 R-Type Delta is the best shooter ever on the PlayStation. Someone needs to bring this one stateside.

9 The Irritating Stick announcer's warning that "You're too close to the edge!" is the most useless bit of information we've ever heard.

10 It's hard to believe the same developer that made Busby 3D also made Syphon Filter. What's next? A brilliant RPG from the makers of Punky Skunk?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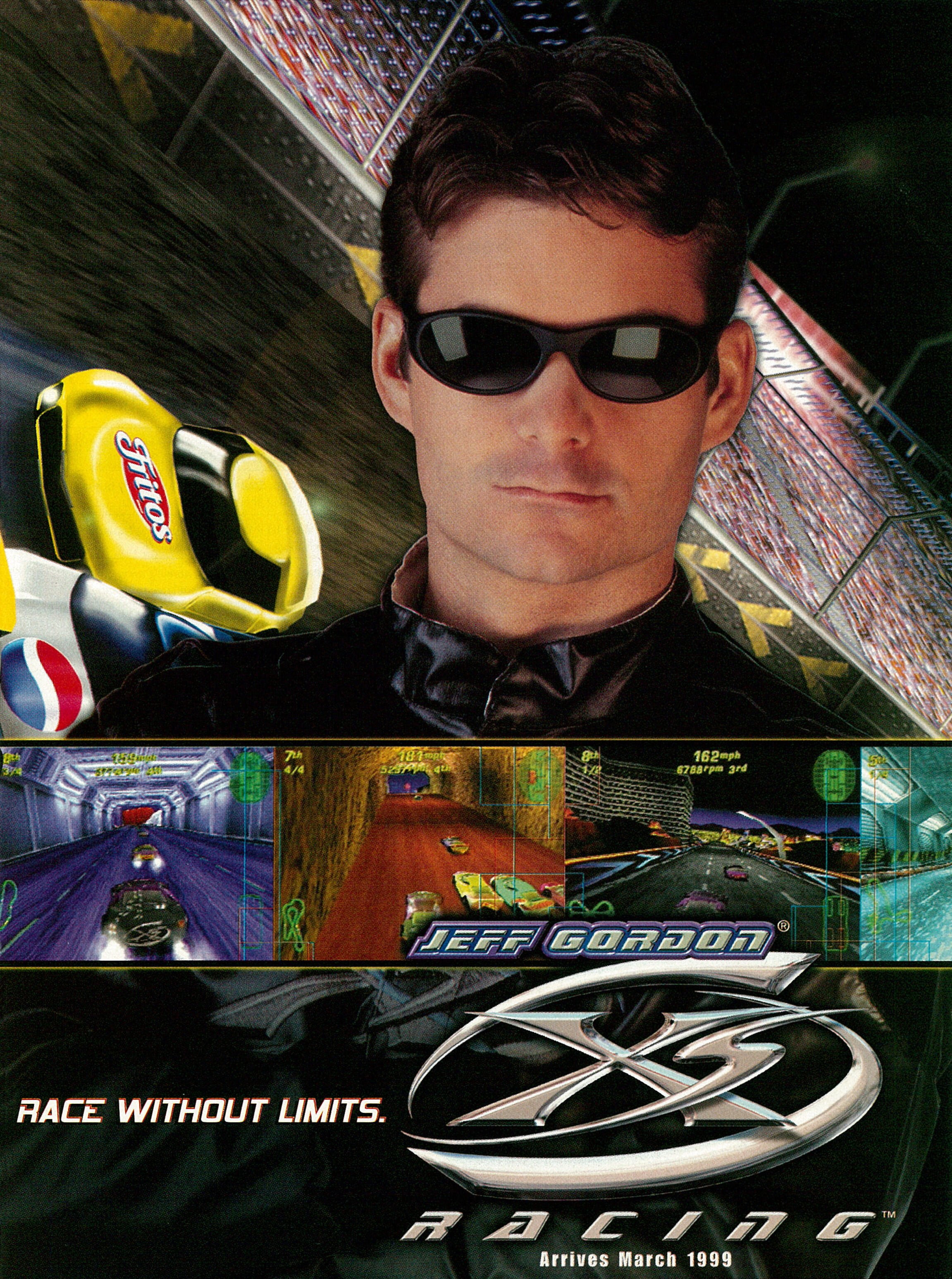
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4/4
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8th
1/2
162mph
6788rpm 3rd
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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 Crash Bandicoot: WARPED ●●●●●

Publisher: SCEA **Last Month:** 1 **Genre:** Action **Release Date:** Oct. 1998

Hot dang! People are just flipping out over Crash's latest game. Two months at No. 1 despite some heavy competition is quite impressive.

2 Tomb Raider III ●●●◐○

Publisher: Eidos **Last Month:** 3 **Genre:** Adventure **Release Date:** Nov. 1998

Slowly but surely, Lara Croft is crawling up the charts. She has somehow overcome Metal Gear Solid, but can she topple the bandicoot?

3 Metal Gear Solid ●●●●●

Publisher: Eidos **Last Month:** 2 **Genre:** Adventure **Release Date:** Oct. 1998

This just doesn't make sense. We gave Metal Gear Solid the Best Game award last month, and yet it dropped a place in the charts.

4 Twisted Metal III ●●◐○○

Publisher: 989 Studios **Last Month:** – **Genre:** Action **Release Date:** Oct. 1998

The Twisted Metal games have always been popular. Part three continues this tradition despite being inferior to the previous TM games.

5 NASCAR 99 ●●●●○

Publisher: EA **Last Month:** 13 **Genre:** Sports **Release Date:** Sept. 1998

NASCAR 99 hangs on to its spot in the top five for the second month in a row. It may not have Twisted Metal III's combat, but people love it.

6	**Crash Bandicoot 2**	●●●●○	**Publisher:** SCEA	**Last Month:** 9	**Release Date:** Oct. 1997
7	**Madden NFL 99**	●●●●◐	**Publisher:** EA	**Last Month:** 7	**Release Date:** Aug. 1998
8	**A Bug's Life**	●●○○○	**Publisher:** SCEA	**Last Month:** –	**Release Date:** Dec. 1998
9	**Rugrats**	●●●◐○	**Publisher:** THQ	**Last Month:** –	**Release Date:** Dec. 1998
10	**Knockout Kings**	●●●◐○	**Publisher:** EA	**Last Month:** 15	**Release Date:** Oct. 1998
11	**Gran Turismo**	●●●●●	**Publisher:** SCEA	**Last Month:** 14	**Release Date:** May 1998
12	**NFL GameDay 99**	●●●●○	**Publisher:** 989 Studios	**Last Month:** 8	**Release Date:** Aug. 1998
13	**Frogger**	●●◐○○	**Publisher:** Hasbro	**Last Month:** –	**Release Date:** Oct. 1997
14	**Spyro the Dragon**	●●●●○	**Publisher:** SCEA	**Last Month:** 16	**Release Date:** Sept. 1998
15	**NFL Blitz**	●●●●●	**Publisher:** Midway	**Last Month:** 12	**Release Date:** Sept. 1998
16	**WWF War Zone**	●●●●○	**Publisher:** Acclaim	**Last Month:** 10	**Release Date:** July 1998
17	**NBA Live 99**	●●●●○	**Publisher:** EA	**Last Month:** 4	**Release Date:** Oct. 1998
18	**Cool Boarders 3**	●●●○○	**Publisher:** 989 Studios	**Last Month:** 13	**Release Date:** Oct. 1998
19	**Twisted Metal 2**	●●●●○	**Publisher:** SCEA	**Last Month:** 18	**Release Date:** Nov. 1996
20	**Tomb Raider**	●●●●○	**Publisher:** Eidos	**Last Month:** –	**Release Date:** Nov. 1996

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Silent Hill** The anticipation continues to grow for Konami's spooktacular new adventure game.
2. **Crash Bandicoot: WARPED** You bet Crash 3 is wanted after spending two months at the top of the Top 20.
3. **MLB 2000** Plenty of new features should make MLB 2000 the best PlayStation baseball game yet.
4. **Street Fighter Alpha 3** Hadoken! Capcom makes the best 2D fighters around. Alpha 3 will be hot!
5. **Syphon Filter** Give this one a go on this month's demo disc to see what the excitement's about.
6. **Final Fantasy VIII** Of course, Final Fantasy VIII has to make its appearance on the list.
7. **WCW/nWo Thunder** Tons of wrestlers, tons of moves and a steel cage. Where do I sign up?
8. **Legacy of Kain: Soul Reaver** The eternally pushed back Soul Reaver should be worth the wait.
9. **Tomb Raider III** Many say that the first two are better, but Tomb Raider III is in demand.
10. **South Park** Acclaim is busily working away on this #$!% game, and it should be out later this year.

Matthew Williams' Top 5

Our monthly contest winner's top five picks

1. **Knockout Kings** Why fight in real life when you can duke it out on your PlayStation?
2. **Superman** For as often as it gets pushed back, this game had better be good.
3. **Tiny Tank: Up Your Arsenal** You drive around in a tank that cracks crude jokes. Bizarre, at least.
4. **Star Trek: Klingon Academy** Will you have to know the Klingon language to read the manual?
5. **Crash Bandicoot: WARPED** Matthew knows a good game when he sees one. Crash 3 rocks!

Editors' Top 5

What we've been playing instead of working

1. **Silent Hill** We love peeing our pants in fear, so we're playing this one a lot.
2. **Syphon Filter** When we're not playing Metal Gear Solid, we're playing Syphon Filter.
3. **R4** After last month's feature, you can see why we love this game.
4. **Fisherman's Bait** Try the demo this month, and see why we're hooked on this game.
5. **Civilization II** Sid Meire's masterpiece is addicting as hell. Even years after it originally came out on the PC.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, Dec. 1998. Call them at (516) 625-2345 for questions regarding this list. Note: No games for competing console systems (e.g., N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

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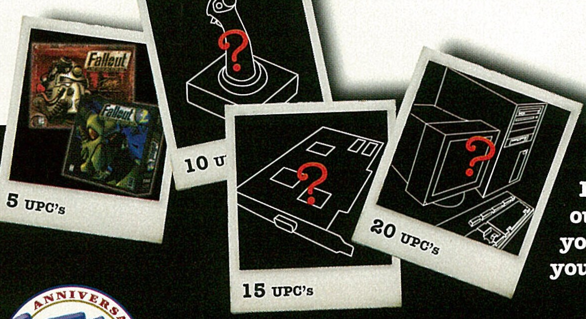

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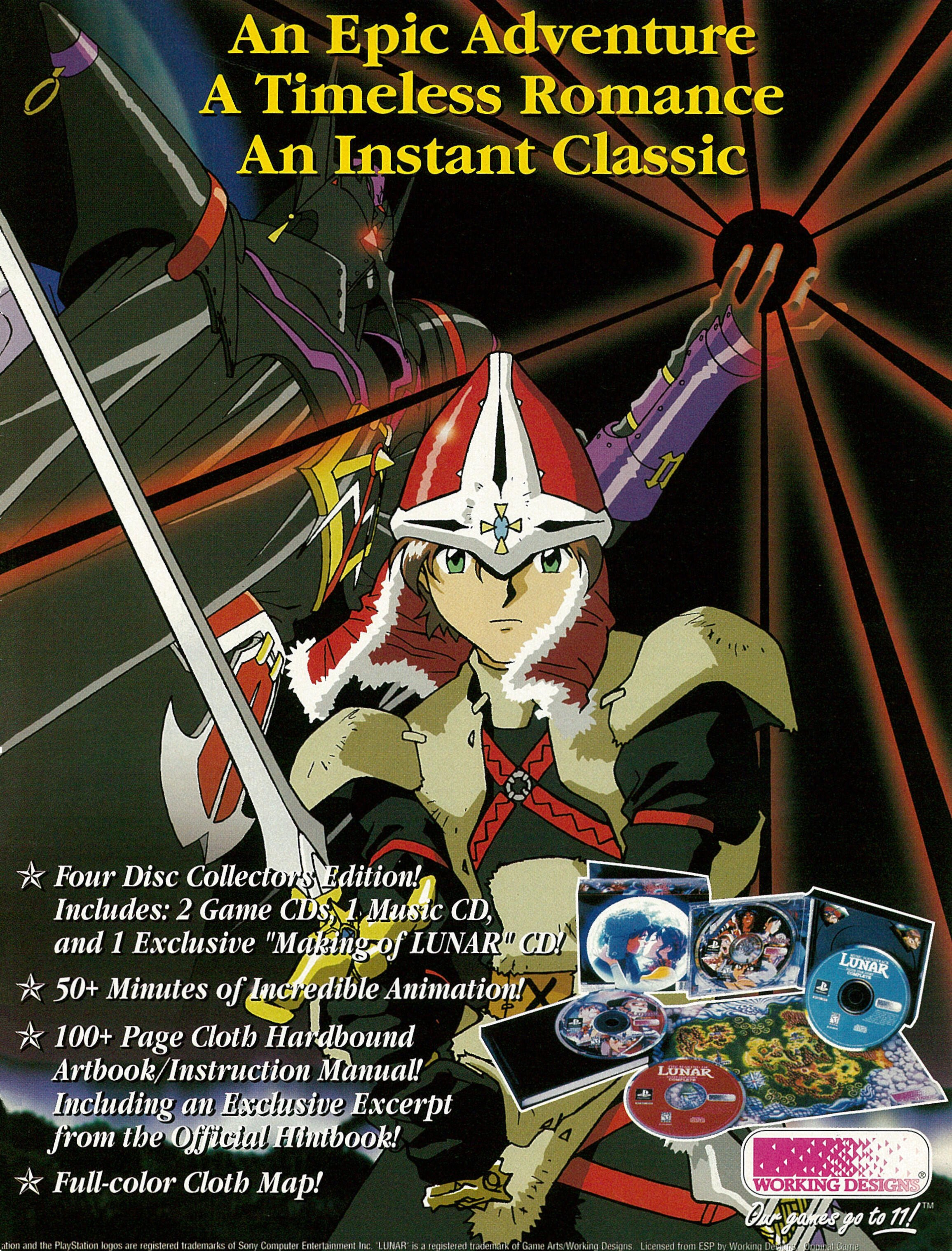
Dyne surrendered his life on his last journey to the distant Frontier.

An Epic Adventure
A Timeless Romance
An Instant Classic



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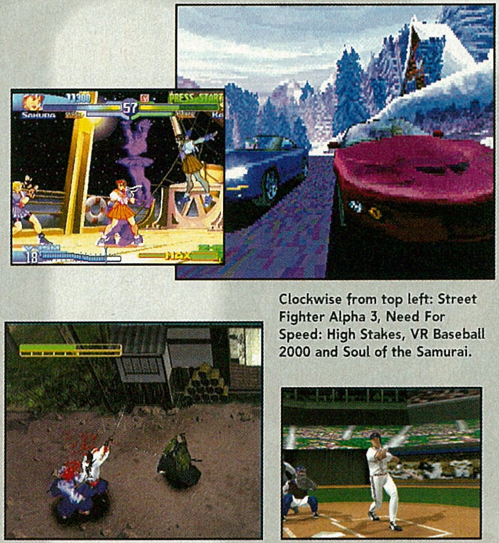
Coming Soon

Compiled by Dan Peluso with quite a bit of input from Johnny Masthead



Clockwise from top left: Street Fighter Alpha 3, Need For Speed: High Stakes, VR Baseball 2000 and Soul of the Samurai.

March

All-Star Tennis 99	Ubi Soft	Sports
Army Men 3D	3DO	Action
Attack of the Saucermen	Psygnosis	Action
Bass Landing	Ascii Entertainment	Sports
Battleship	Hasbro Interactive	Action
Big Air	Accolade	Sports
Carmageddon	Interplay	Action
Driver	GT Interactive	Racing
Elmo's Letter Adventure	New Kid Co.	Adventure
Fisherman's Bait	Konami	Sports
Freestyle Boardin' 99	Capcom	Sports
G Police 2	Psygnosis	Action
Gex 3	Crystal Dynamics	Action
Jackie Chan's Stunt Master	Midway	Action
K1 Revenge	Jaleco	Fighting
Legend of Legaia	SCEA	RPG
Magical Tetris Challenge	Capcom	Puzzle
Monster Seed	Sunsoft	Strategy
NBA In The Zone '99	Konami	Sports
Need For Speed: High Stakes	Electronic Arts	Racing
Omikron	Eidos	Action
Point Blank 2	Namco	Action
Populous: The Beginning	Electronic Arts	Strategy
Pro 18: World Tour Golf	Psygnosis	Sports
RC Stunt Copter	Midway	Action
Quake 2	Activision	Action
Rushdown	Electronic Arts	Sports
Shadow Madness	Crave Entertainment	RPG
Shao Lin	THQ	Fighting
Silhouette Mirage	Working Designs	Action
Soul of the Samurai	Konami	Action
Sports Car Supreme GT	Electronic Arts	Racing
Star Con	Accolade	Simulation
Street Sk8er	Electronic Arts	Sports
Super Black Bass with Blue Marlin	Hot-B	Sports
Tail Concerto	Bandai	Action
T.R.A.P.	Sunsoft	Action
Warzone 2100	Eidos	Strategy
Xena: Warrior Princess	989 Studios	Action
You Don't Know Jack	Berkley Systems	Misc.

April

Alien Resurrection: The Game	Fox Interactive	Action
Baseball 2000	Interplay	Sports
Bomberman Fantasy Race	Atlus	Racing
Beavis & Butt-head Do Hollywood	GT Interactive	Action
Bust A Move 99	Acclaim	Puzzle
Centipede	Hasbro Interactive	Action
Clock Tower II	Ascii	Adventure
Croc 2	Fox Interactive	Action
Fighter Maker	Ascii Entertainment	Fighting
Global Domination	Psygnosis	Strategy

April (continued)

Guardian's Crusade	Activision	RPG
Kawasaki Motocross	Activision	Racing
Looney Tunes Lost in Time	Infogrames	Action
Lunar: Silver Star Story	Working Designs	RPG
MLB 2000	SCEA	Sports
Monaco Grand Prix	Ubi Soft	Racing
MTB Dirtcross	Sammy USA	Sports
R4: Ridge Racer Type 4	Namco	Racing
Rampage 2: Universal Tour	Midway	Action
Rat Attack	Mindscape	Action
Roll Cage	Psygnosis	Racing
Street Fighter Alpha 3	Capcom	Fighting
T'ai Fu	Activision	Action
Triple Play 2000	Electronic Arts	Sports

Future Releases

American Deer Hunter	Interplay	Action
Broken Sword: The Smoking Mirror	THQ	Adventure
Diabolical Adventures of Tobu	989 Studios	Action
D.I.R.T.	TBA	Racing
Indiana Jones and the Infernal Machine	LucasArts	Adventure
Jeff Gordon Racing	ASC Games	Racing
Messiah	Interplay	Adventure
Michael Owen's World League Soccer	TBA	Sports
NFL Xtreme 2	989 Sports	Sports
Rayman 2	Ubi Soft	Action
Suikoden II	Konami	RPG
Superman	Titus	Action
Vermin	Eidos	Action
VR Baseball 2000	Interplay Sports	Sports
WWF Attitude	Acclaim	Action

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

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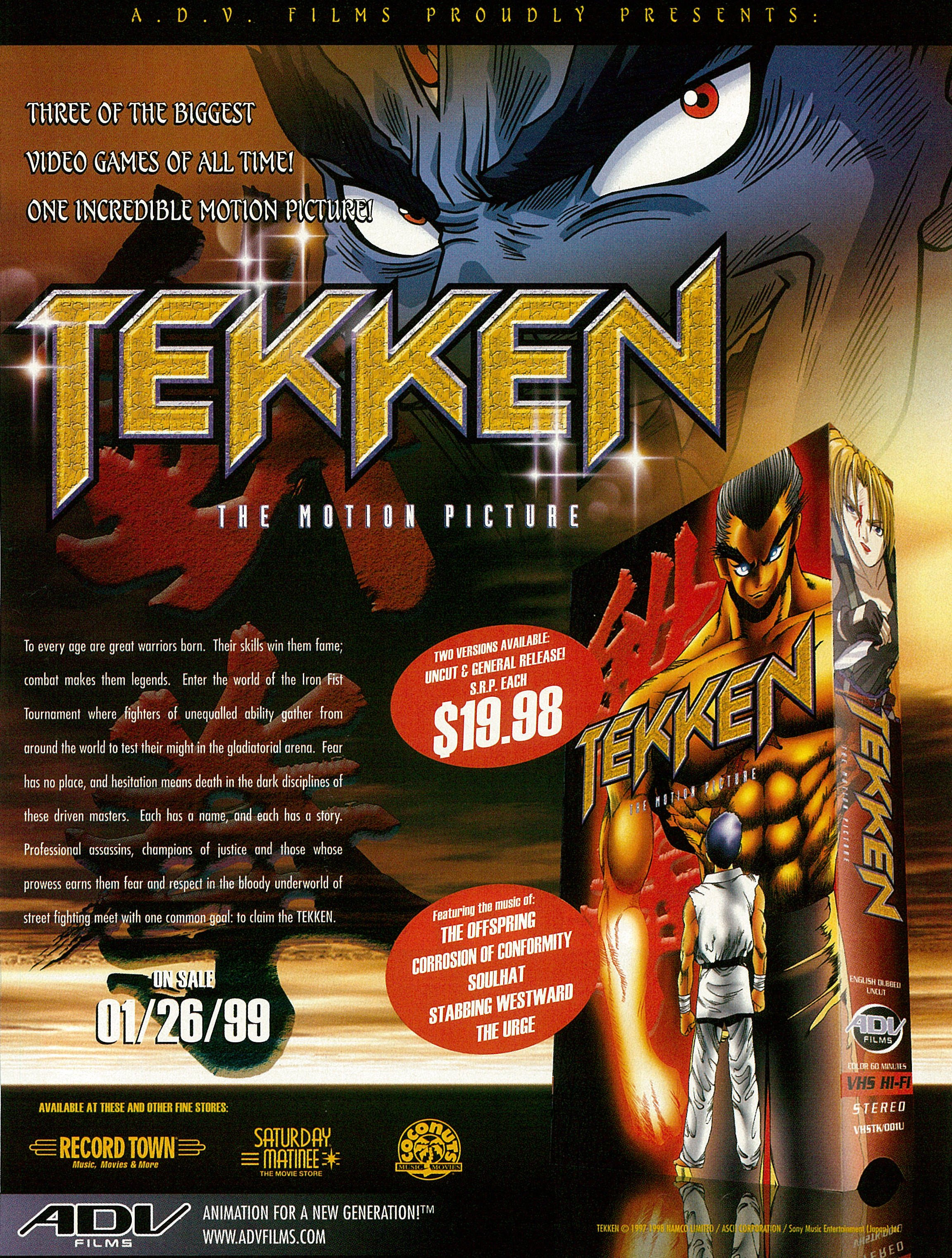
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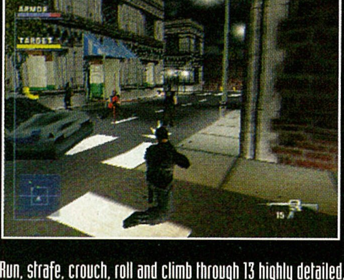
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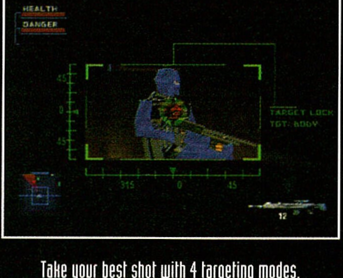
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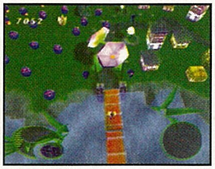
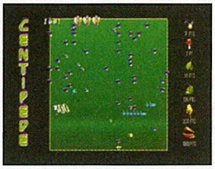
Theme Action
# of Players 1-2
% Complete 75%
Availability April
Publisher Hasbro
Developer Leaping Lizard

Centipede

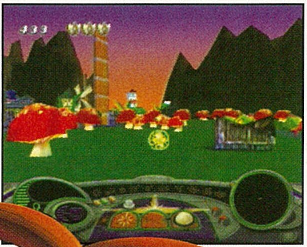
The classic game crawls into a 3D world





Hasbro Interactive's Centipede follows Frogger as the company's second 3D update of a classic arcade game. Hasbro recently acquired the rights to more than 75 titles from the Atari Games catalog, so this is only the first of many Hasbro will deliver in modern incarnations.

Unlike the forgettable wand-wielding story of the original, you now play the role of a young Wee person and are chosen (by means of a divining rod) to serve as the Wee people's reluctant hero. In Centipede's Adventure Mode, you must wander through five colorful mushroom-filled worlds in a high-tech roaming ship called a "shooter." Your mission: defend the Wee people's homes and buildings, rescue wandering Wee people, destroy all bugs and vanquish the Centipede queen.



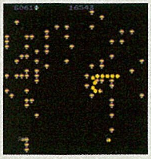
Centipede's Adventure Mode offers four cameras ranging from the easy-to-use top-down perspective to the graphically intense first-person point of view. Familiar enemies grow in speed and variety as you traverse the game, including pesky spiders, fleas and moles. Attacks from above heighten the sense of being totally surrounded by enemy threats.

The Arcade Mode offers only a single cantered perspective (similar to a pinball table) but replicates the feel of the original coin-op, including support for the quick and precise aiming of the Dual Shock's analog pad. (Who needs a trackball when you have this?) Both play modes feature sound effects similar to those in the classic arcade game and a Tempest 2000-inspired techno beat.

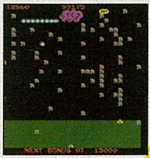
Unfortunately, Hasbro did not include a direct port of the original arcade game. For that, you'll have to look to Arcade's Greatest Hits: The Atari Collection from Midway.

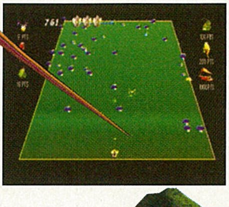
Icky Bugs Brought Girls to Arcades

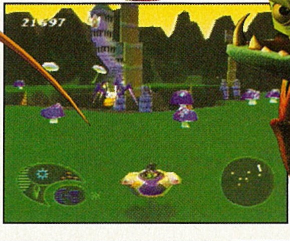
Atari originally released Centipede in arcades in 1980. Designed by Ed Logg and Donna Bailey, Centipede was the first video game to credit a female creator. Bailey was the influence behind Centipede's pastel color schemes, a feature that is said to have attracted girls to the arcade game.

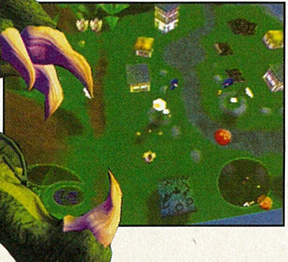


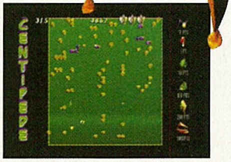
Millipede was released as the game's sequel in 1982. Also designed and programmed by Ed Logg (who would go on to create another classic in Gauntlet), Millipede added inchworms, dragonflies, earwigs and DDT bombs to the swarm of insects, but wasn't nearly as pretty.









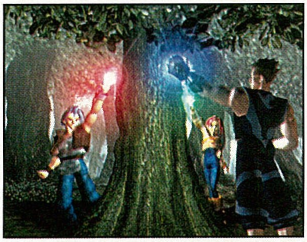


Even the classic gameplay mode uses 3D graphics instead of the traditional 2D sprites used in the original.

Theme RPG	**# of Players** 1
% Complete 80%	**Availability** March
Publisher SCEA	**Developer** Contrail

Legend of Legaia

Contrail's new RPG packs some punch with its innovative battle engine



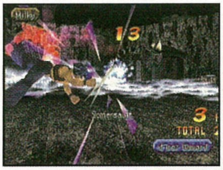
Oh, little Milky
You saw me crying!

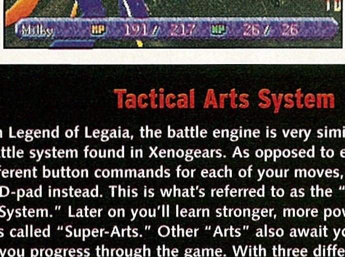
Legaia's story revolves around reviving Genesis Trees (top) to save the world.

Anyone looking for the sequel to Wild Arms is going to have to wait a little longer, since rumors indicate that the game is in development, possibly, for the PlayStation 2. Instead, RPG fans can look forward to Legend of Legaia, Sony's new RPG developed by Contrail and Takahiro Kaneko, the producer of Wild Arms. Released in Japan just this past winter, Legend of Legaia marks a departure from the usual turn-based structure of most RPGs. Incorporating what Contrail calls a "Tactical Arts System," Legaia's battle engine resembles a fighting game toned down for strategic purposes. Similar in execution to Xenogears' battle engine, Legaia's fast-paced gameplay will have most gamers feeling right at home. While the battles are still turn-based, they're not nearly as tedious as in some other RPGs.

You control three different characters—Vahn, Noa and Gala—in their quest to find and revive the numerous Genesis Trees scattered across the land of Legaia. A weird mist has engulfed the land, turning whatever inhabitants it finds into strange and frightening creatures. The only way to dispel this mist is with the power of the Genesis Trees, which will slowly die without your group's help. Combined with the power of the Ra-Seru, Vahn and company will find themselves on a large quest filled with cool bio-organic monsters and awesome battle scenes, which get better with every new "Super-Art" that you learn. What's also cool, aside from the large variety of monsters you fight, are the visible upgrades to your armor and weapons. For example, if you buy a new set of armor, during your next battle your character will be wearing that armor. It's a small detail, but it adds so much to the experience.

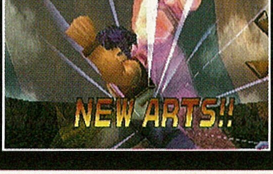
Unlike Wild Arms, Legaia is a fully polygonal 3D RPG. Legaia also supports the Dual Shock controller, with both analog and vibration compatibility built in. Scheduled to ship in mid-March, Legend of Legaia is a long and involved quest that RPG fanatics will definitely want to look into.





Tactical Arts System

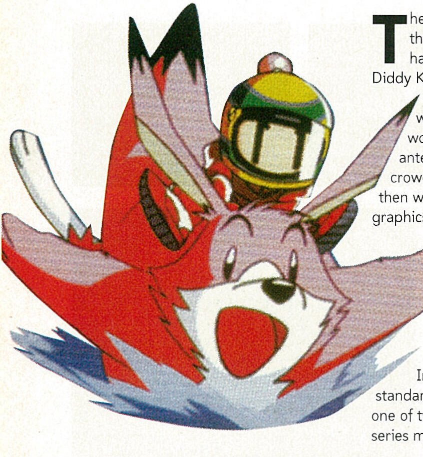
In Legend of Legaia, the battle engine is very similar to the battle system found in Xenogears. As opposed to entering different button commands for each of your moves, you press the D-pad instead. This is what's referred to as the "Tactical Arts System." Later on you'll learn stronger, more powerful moves called "Super-Arts." Other "Arts" also await your discovery as you progress through the game. With three different characters to control, there are a lot of different arts to master.



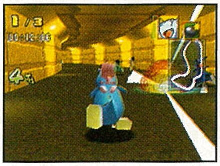
Theme	Racing	**# of Players**	1-2
% Complete	90%	**Availability**	April
Publisher	Atlus	**Developer**	Hudson

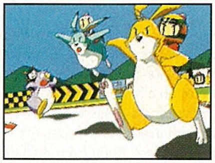
Bomberman Fantasy Race

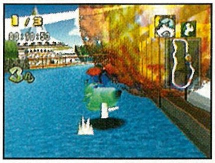
Bomberman jumps on the cart racer bandwagon but remains true to his roots



These days it almost seems like an unwritten rule that every major video game character has to have its own cutesy cart racer—Mario, Sonic, Diddy Kong, Megaman (in Japan), even the Chocobo from Final Fantasy has one coming soon. So we weren't exactly thrilled when we first got word that Bomberman would be throwing his antennaed motorcycle helmet into the already crowded ring with Bomberman Fantasy Race. But then we actually sat down and played it. OK, so the graphics don't exactly set any new standards for the PlayStation, but does anyone really expect that from a Bomberman game? No, what you expect is fantastic gameplay and a fun multiplayer mode, and that's exactly what Bomberman Fantasy Race focuses on delivering.



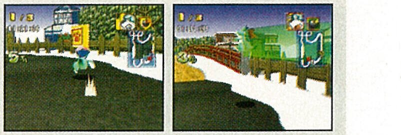




Instead of the little go-cart usually standard in titles like this, Bomberman rides one of two animal friends that fans of the series may recognize from earlier games: the furry bunny-like Louie or the portly dino Tirra. Whichever you choose, your animal can run, jump and dash; mastering the game involves balancing running and dashing to keep you moving quickly but without using all your animal's energy (represented by a handy meter and portrait on screen) and wearing him/her (it?) out. Grabbing a power-up icon during a race grants you a random item, for better or for worse—it could be a stopwatch that freezes all your opponents dead in their tracks or it could be an evil skull that makes you slide off the track.

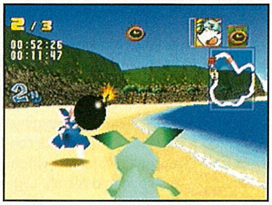
Of course it wouldn't be Bomberman without bombs, and Fantasy Race has plenty of those too. Players can tap the throw button to drop a bomb and blow away anyone following behind, or hold throw and let go to fling them at those ahead.

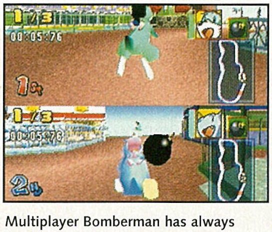
But where the previous games have mostly just been concerned with blowing the hell out of the other guy, Fantasy Race is all about the Benjamins. Cash. Moolah. Cheddar. You get the idea. Each race requires a small fee to enter, with different cash prizes for placing in first, second or third. Different courses, from sunny beaches to snowy mountain passes, vary not only in difficulty but also in the cost to enter and the potential rewards for winning. Build up enough cash and you can buy better bombs for your next race or a new, improved animal to ride.



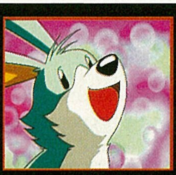
Ricochet Jumping

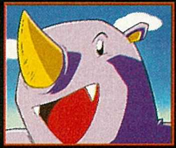
On your way around the track keep an eye out for the special paw-print icons on walls, signs and other surfaces. If you jump into them and then jump again just at the right time you can bounce yourself off the wall with a huge burst of speed!





Multiplayer Bomberman has always been where it's at—Fantasy Race includes a split-screen two-player mode.





Who would you rather hop on and ride?

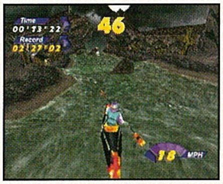
There are two different animal species you can ride in Bomberman Fantasy Race. Here's a quick comparison:

NAME:	Louie	Tirra
GENDER:	?	?!?
RESEMBLES:	bunny/kangaroo	dinosaur/rhino
CUTE:	yes, very	indeed
SPECIAL TRAIT:	high jump	stamina
PERSONALITY:	eerily chipper	disturbingly amused
WANT ON YOUR SIDE IN A BARROOM BRAWL?	no	yes
MITIGATING FACTOR:	will borrow money and never pay it back	dumb as a sack of hammers

Theme Sports	**# of Players** 1-2
% Complete 75%	**Availability** March
Publisher Electronic Arts	**Developer** Canal+Multimedia

Rushdown

Electronic Arts wastes no time in bringing home even more extreme sports

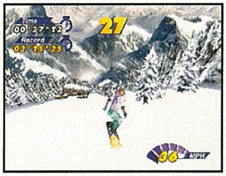


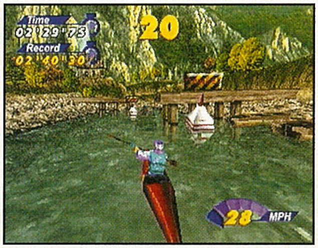
Surely, all the "extreme" sports have been covered now that kayaking has been translated into a video game.

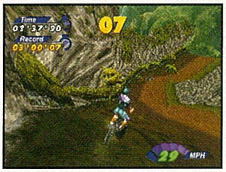
Electronic Arts returns in the spring of 1999 with Rushdown, the latest title in their domestication of "extreme" sports. And extreme it is: Rushdown is unapologetic about its obsession with speed across three exhilarating downhill events—snowboarding, kayaking and mountain biking. This pursuit of adrenaline spans 15 exotic courses with locales in five continents to really hammer home the idea that this is competition at its most "extreme."

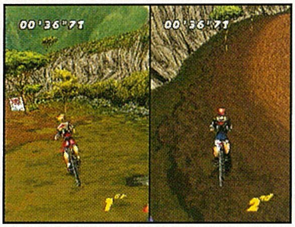
In Rushdown's Arcade Mode, players race against a clock that's refreshed at each checkpoint. By qualifying, additional courses are unlocked and made available for return visits. In Championship Mode, players must dash against the local champion in order to move up the ladder in the Rushdown world circuit. For multiplayer action, Rushdown features both horizontal and vertical split screens, as well as the option to contend in arcade or championship events. Also along for the ride is one of the most kickin' and appropriate soundtracks we've ever heard.

For most gamers, the standard by which to judge Rushdown will depend on whether it can bring about the heady sensation of speed. While the game has plenty of breakneck potential, there's a lack of distinction when it comes to gameplay in different events. If Canal+Multimedia can give each sport its due in terms of physics and control, as well as mop up some of the clipping and draw-in problems, Rushdown will turn out to be a tremendous racing title.





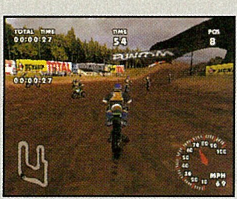




Theme Racing	**# of Players** 1-2
% Complete 70%	**Availability** TBA
Publisher TBA	**Developer** FunCom

D.I.R.T.

Motocross racing with gritty realism



The 3D graphics are good, although the frame-rate could use a little improvement.

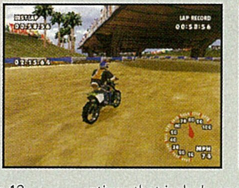
D.I.R.T. is a 3D motocross game that gives you a realistic interpretation of the sport. It looks and plays similarly to the dirt bike portion of Moto Racer 2, although its play mechanics are a bit more realistic than any other motocross game we've seen before.

D.I.R.T. features five different modes of play (Championship, Quick Race, Two-Player, Time Attack and Practice) in addition to 12 unique tracks. Five of them are motocross tracks, four are supercross, and three are enduro-based courses. To vary the racing experience on the tracks, you can select three different weather settings and can also race in mirrored versions of the courses.

The game features three teams that you can select. Each team has three different bikes to choose and eight different performance ratings that include engine power, top speed and suspension. Picking the right bike for a track is essential. The 125cc bikes are more suited for courses with a lot of turns, while the 500cc are better for tracks that have a lot of straightaways.

Visually D.I.R.T. looks fairly decent. It doesn't suffer from too much pop-up, and the 3D models of the riders and bikes look good, as do the other ambient objects on the sides of the tracks. The animations of the rider performing tricks, leaning, sticking his leg out in a turn, and other various movements look fairly realistic.

While D.I.R.T. certainly looks and plays fairly well now, we'll have to wait to see how the final version of the game comes together. But since D.I.R.T. doesn't currently have a publisher, we may have to wait a while.



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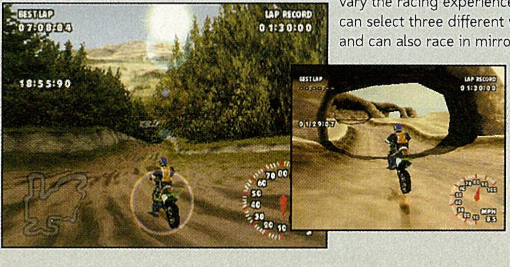
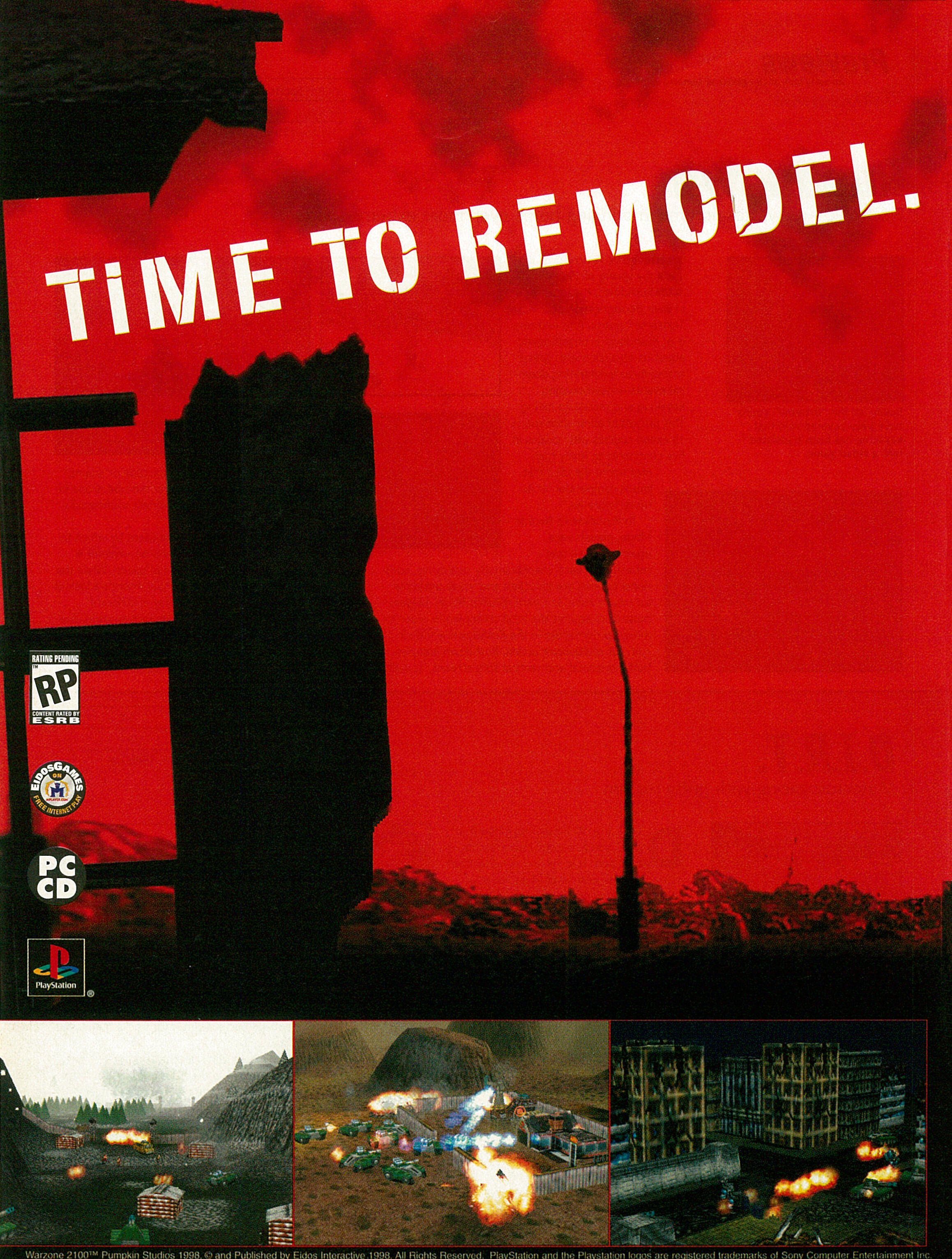



TIME TO REMODEL.
RATING PENDING
RP
CONTENT RATED BY
ESRB
EIDOS GAMES
ON
MPLAYER.COM
FREE INTERNET PLAY
PC
CD
PlayStation

Warzone 2100™ Pumpkin Studios 1998. © and Published by Eidos Interactive 1998. All Rights Reserved. PlayStation and the Playstation logos are registered trademarks of Sony Computer Entertainment Inc.

In the year 2085 the Collapse came hard and fast. Only a select few had the strength and intelligence to rebuild the world from the embers of a nuclear holocaust. You were one of them.

REVOLUTIONARY UNIT DESIGN

Warzone 2100 showcases a depth of play never seen before in a strategy game. 400 different types of technologies allow you to design and build more than 2000 battle units. That's right. Unit designs aren't predetermined for you. Use your own wits to create an unbeatable battle arsenal.

SUPERIOR ARTIFICIAL INTELLIGENCE

The AI engine is so sophisticated that it allows you to recycle the experience of your field units into bigger, better and even more fierce war machines. Over time, combat units become more accurate, command units command larger groups of troops and repair units repair faster and more efficiently.

FULL 3D BATTLEFIELDS

Warzone 2100 slams the door on other top-down 2D strategy games. It showcases a lightning fast, fully functional 3D game engine with a rotatable and zoomable camera for fast and furious gaming action. Not just eye candy, you'll experience true line-of-sight and fog-of-war effects. Strategically placed radar units warn you of hidden enemy units and allow you to lob mortar shells over mountain obstructions.

IT'S TIME TO TAKE YOUR FATE INTO YOUR OWN HANDS. THEN USE THEM TO BUILD A NEW WORLD.

WARZONE 2100

STRATEGY BY DESIGN

DOWNLOAD THE PC DEMO AT:

www.eidosinteractive.com

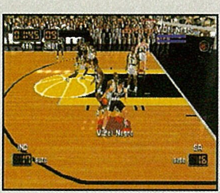
Pumpkin Studios

EIDOS
INTERACTIVE

Theme	Sports	**# of Players**	1-8
% Complete	75%	**Availability**	March
Publisher	Konami	**Developer**	Konami

In the Zone '99

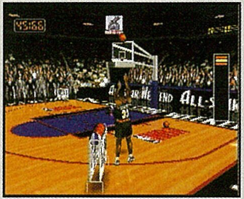
Konami's basketball game gets stronger while the NBA gets weaker

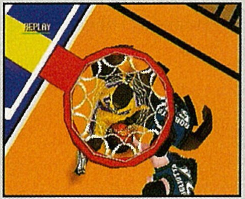


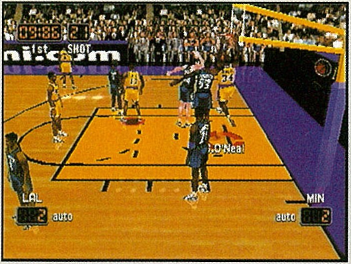
Watching Vinny Del Negro pathetically try to post up is truly amusing.

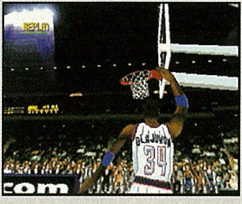
Konami's In the Zone series of basketball games has always meandered between wanting to be either a basketball simulation or an arcade-like game. One year it would be an action-oriented game, the next it would be a simulation. This year, it's both.

It's a difficult line to walk, but it's something that this game appears to be doing quite well. Virtually complete, ITZ '99 is a remarkably polished basketball game that pays an uncanny amount of attention to detail and game control. For example, if you use the turbo button to make your player charge forward, and then pull him back to make a shot, his animation and movement will reflect that change in momentum. Also, there are a slew of excellent juke, dunk and shooting animations that are displayed superbly in the flow of the gameplay.









ITZ '99 is slanted toward an arcade style of play, but it has plenty of intricacies that will appeal to hardcore fans. Post-up moves and working offensive and defensive plays (that can be changed on the fly) give the gameplay depth but don't bog down the action. Konami has also implemented a full range of much-need complementary features such as a three-point competition and an innovative slam dunk competition in which you must memorize button combinations to execute an awesome dunk.

Even though it isn't complete, we can safely say hoops fans should keep an eye on this promising basketball game.

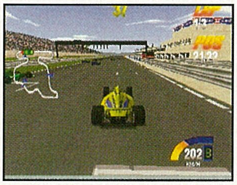
Theme	Racing	**# of Players**	1-4
% Complete	50%	**Availability**	April
Publisher	Ubi Soft	**Developer**	Ubi Soft

Monaco Grand Prix

Ubi Soft abandons flash for a realistic run at the checkered flag

In the PlayStation's burgeoning driving game genre, a racing title really needs to transcend the status quo in order to capture the public's heart. Developer Ubi Soft Entertainment hopes to accomplish this with Monaco Grand Prix, an F-1 simulator developed in collaboration with the Automobile Club of Monaco.

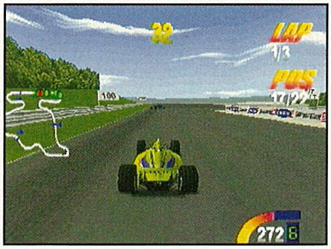
Monaco Grand Prix features 16 real tracks from around the world, each modeled down to the minutiae with variable weather effects such as rain, water puddles and spray. Depending on the level of expertise, players will experience Grand Prix through the game's six different race modes: Arcade, Single Race, Championship, Time Attack, Free Run and Ghost. As no racing simulation would be complete without indiscriminate access to a car garage, Monaco Grand Prix will encourage players to tweak their machines in the quest to shave seconds off lap times. Other realistic touches include the ability to optimize pit strategies depending on weather reports, track data and race length, and full flag penalties based on professional racing decorum.



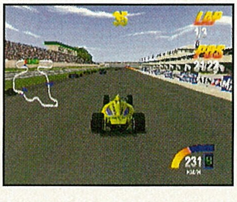
ONE PLAYER
ARCADE
TEAM/DRIVER
CIRCUITS
OPTIONS
GO
3 LAPS
HUNGARY

Any racing game can have a list of features. Monaco Grand Prix's most significant contribution to racing comes in its flawless handling of analog steering, acceleration and braking. Unfortunately, all this hyper-realism has somehow come at the expense of the game's lukewarm 3D graphics. Ubi Soft Entertainment has promised to deal with Monaco Grand Prix's graphical glitches before the game is finalized, and if they do, it would be a substantial boost to the game.

However, even in its current state (50% complete), Monaco Grand Prix shows incredible potential as the next authority in realistic 32-bit racing, even if it does so without very much flash.



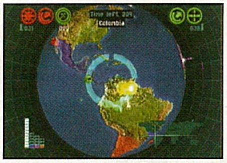
The graphics won't blow anyone's socks off, but the realistic handling just might.

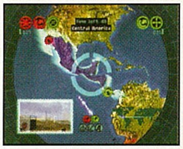


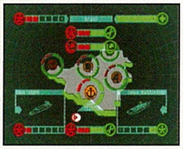
Theme Strategy	**# of Players** 1
% Complete 70%	**Availability** April
Publisher Psygnosis	**Developer** Psygnosis

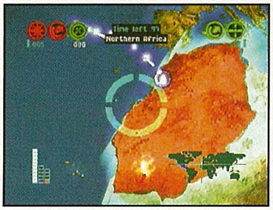
Global Domination

A thinking man's Missile Command



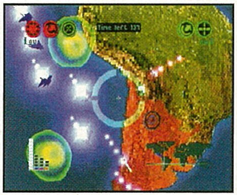






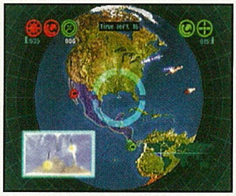
Psygnosis joins the many self-proclaimed prophets predicting doom on the verge of the new millennium with their latest title, Global Domination. With a mix of strategy and action, Global Domination puts you in the position of a new recruit working for a small tactical response agency with the unenviable task of maintaining world order in the year 2015.

At your disposal are attack and defense weapons ranging from trusty missiles and fighter planes to high-tech satellites and dangerous nuclear weapons. All the action unfolds in real time, with a frenetic pace the designers proudly liken to Missile Command. Players must keep one eye on their opposition and launch intercept missiles to protect their own territories, while staging precision attacks to drain the enemy's essential resources and conquer new land. The strategy component of GD forces the player to manage resources, such as attack and defense strength. One of the most important strategic decisions you'll need to make requires committing to either weapon production or defense of current territory. Stretch your resources too thin, or attack too aggressively, and you'll find yourself defenseless.



One of GD's most impressive qualities is its customizable gameplay. While the Mission-Based Scenarios should appease most players, a Scenario Editor allows changes to the victory conditions, the number of Empires, even the technology level. When not tied down to mission objectives, you'll have total freedom to orchestrate your own ascension to global power. Also promised is an Arcade Mode that places less emphasis on strategy, as well as a Training Mode.

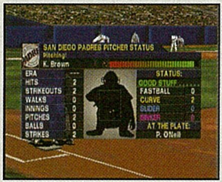
Whether you're looking for strategy or action, Global Domination has everything conquered. It's an odd hybrid, but one that just may work.



Theme Sports	**# of Players** 1-2
% Complete 60%	**Availability** March
Publisher Interplay	**Developer** Interplay Sports

VR Baseball 2000

Will Interplay's baseball franchise continue to improve?

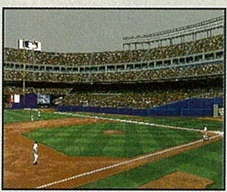


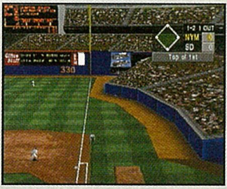
The new coach's camera (above) shows the planned route of each player.

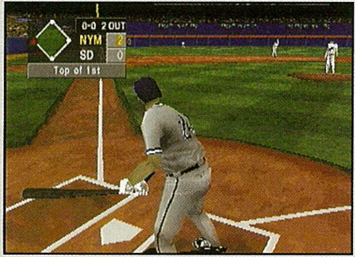
Last year's VR Baseball '99 was a huge step forward for Interplay's baseball franchise due to its fun yet realistic gameplay. Back then, we surmised that if VR Baseball made the same amount of progress this year that it made last year, it could very well become a premier baseball game just in time for the millennium.

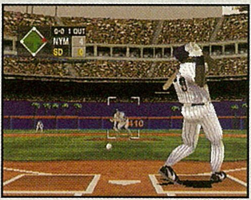
Finally, we have our first playable version of the game (and also our first new playable baseball game of the season), but due to its extremely early state of development, we can't yet accurately gauge any of the improvements aside from some of the skin-deep ones.

But really, just being able to see the game's aesthetic progress is worthwhile since most of VR Baseball '99's previous problems were caused by its bland graphics. Already, the graphics in VR Baseball 2000 are much more vibrant, the game presentation and front-end are markedly improved, and the player models look more realistic thanks to a noticeable increase in polygons.





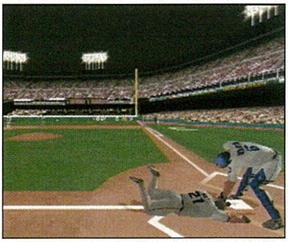




On their visit to the *OPM* offices, Interplay was quick to boast about the brainy artificial intelligence that the game possesses, in addition to other bells and whistles such as a new Tournament Mode and the ability to play in Seattle's new Safeco Stadium. The list of features is modest at best, yet there are enough of them to satisfy fans.

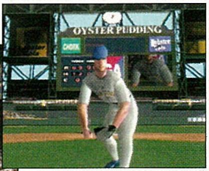
If VR Baseball 2000 is to be successful, however, Interplay will need to continue to build on the realistic yet fun gameplay of last year's game. We'll update you soon enough.

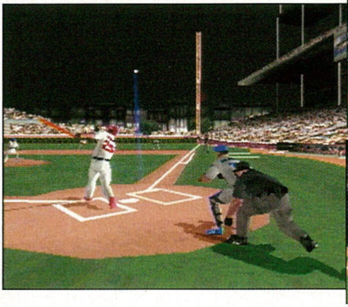
Theme Sports	**# of Players** 1-2	**% Complete** 60%
Availability April	**Publisher** Electronic Arts	**Developer** EA Sports

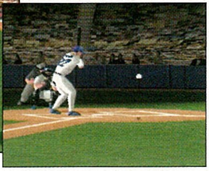


Triple Play 2000

Just in time for opening day is the next installment of the Triple Play series. EA is promising that they have addressed some of the problems that have plagued the series, particularly the frame-rate. If they put as much time into the gameplay as they do the features, it could turn out to be really good.

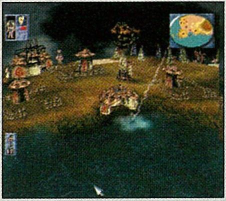


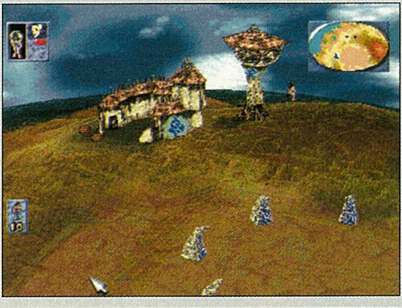




Populous: The Beginning

In the newest Populous, you're just one of many "Shamans" vying to become the Supreme Being. There will be more action than in previous Populous titles and 26 spells to dispose of the non-believers. Look for a full preview soon.

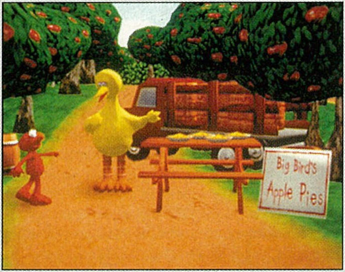




Theme Strategy	**# of Players** 1	**% Complete** 60%
Availability March	**Publisher** Elec. Arts	**Developer** Bullfrog

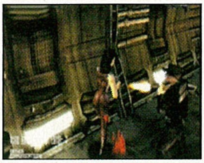
Elmo's Letter Adv. & Elmo's Number Journey

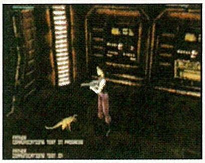
It seems that New Kid Co. is putting some serious thought into their releases geared for children. They will release two separate Elmo games that focus on "basic counting and letter recognition skills," using Sesame Street characters in 3D environments to make the game fun for the younger crowd.

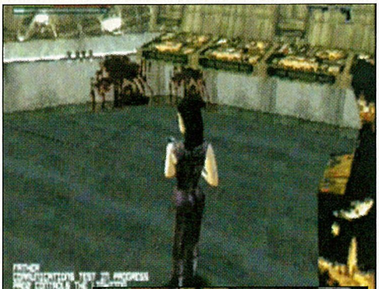


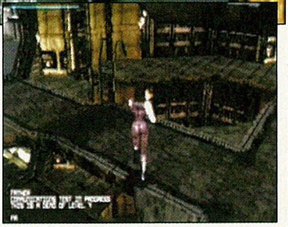
Theme Miscellaneous	**# of Players** 1
% Complete 60%	**Availability** Q1 '99
Publisher New Kid Co.	**Developer** New Kid Co.

Theme Action	**# of Players** 1
% Complete 60%	**Availability** Q2 '99
Publisher Fox Interactive	**Developer** Argonaut Soft.









Alien Resurrection

Here's an updated look at a game that Fox Interactive is certainly taking their time to release. Alien Resurrection has you complete various tasks to destroy Dr. Wren's biological experiments before the military ship Auriga reaches Earth. You are aided in your tasks by "Father," the ship's on-board computer.

ASK ASCII GUY

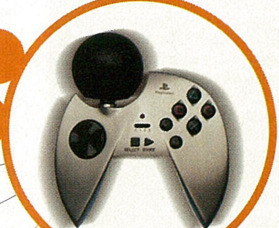
Q:

Dear ASCII Guy,

My girlfriend says I'm "2-Dimensional", and all I care about is playing Forsaken™, NFL™ Blitz, and Duke Nukem™ Time To Kill™. I got to thinking about it - and she's right! I am 2-Dimensional. I play 3-D games with a 2-D controller. How can I get some depth?

A:

Don't sweat the chicks my friend. What you need to do is get your hands around the new ASCII Sphere 360°™. It's the only way to really get 3D, and it's the first intuitive 3D controller for the PlayStation® game console. The ASCII Sphere 360° senses all pushes, pulls & twists that you apply to it and translates those commands instantly into fluid, smooth movement. BAM! You're bustin' crazy moves effortlessly. And check this out- games like Forsaken, NFL Blitz, and Duke Nukem Time To Kill are programmed to groove with the ASCII Sphere 360°. With game play like this, who needs a girlfriend anyway?



DUKE NUKEM
TIME TO KILL

SHIELD
GOLD
FORSAKEN

ASCII SPHERE 360°

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PlayStation

Bust A Groove 2

Enix, Availability: Spring

Even though Bust A Groove was released in the U.S. just a few months ago, the sequel to the popular dancing game is already on its way to Japan this spring. Returning from the first game are Heat, Shorty, Strike and of course the "natural playboy" every man wishes he could be like, Hiro. Japanese gamers can also expect new characters, better graphics and improved background animations for the sequel; no word yet on a possible U.S. release.

Unjammer Lami

SCEI, Availability: March

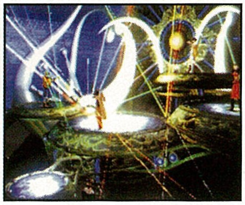
And in other music-game news, we have more on the PaRappa the Rapper sequel, Unjammer Lami. Check our News section this issue (page 30) for the full story after you check out these extra screenshots. Master Onion in da house!

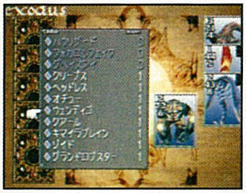
COOL
GOOD
BAD
AWFUL
フライ！

Final Fantasy VIII

Square

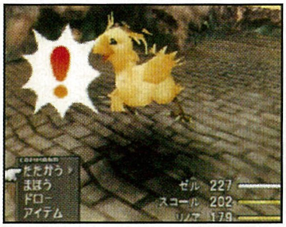
Although by the time you read this it will have already been released, as we go to press the latest and hopefully greatest Final Fantasy yet is just on the verge of its Feb. 11 street date in Japan. A new Final Fantasy release over there is treated a lot like the upcoming Star Wars movies are here: The production company slowly leaks out tiny tidbits to whet the public's appetite but never enough to spoil anything, while the press jumps on every new detail, no matter how seemingly tiny or insignificant, with pit-bull-like fervor. Square is still being characteristically coy about many details of the game, but in the last final weeks they finally leaked a few juicy bits that we just had to pass on.



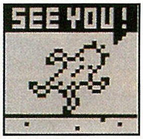


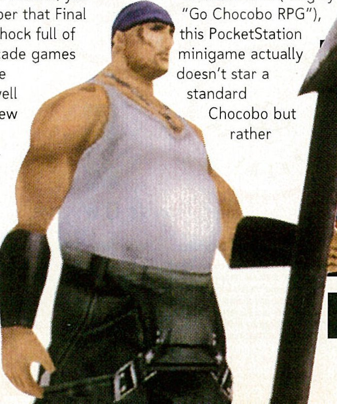
First is new info on one of the FFVIII minigames. Most of you probably remember that Final Fantasy VII was chock full of different little arcade games like skiing and the Chocobo races; well it looks like the new installment will continue that tradition. At certain points in the game players will have the chance to play a card battle game, described as a cross between War (where two players flip over cards and the one with a higher number keeps both cards) and Othello (that game where—bah, you know what Othello is!). You can gain new cards by battling with other players throughout the game and after normal monster encounters, with a special reward rumored for the determined (read: anal-retentive) individual who can collect them all. Card games like this (Magic: the Gathering, Pokémon Card Battle) are very popular in Japan right now, which is probably at least part of the reason for its inclusion in Final Fantasy VIII.

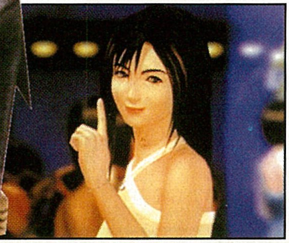
The other revelation, which has been getting a lot of attention even without many facts from Square, is Final Fantasy VIII's PocketStation game. Sony's portable game machine/memory card will go on sale just before FFVIII does, and may see the bulk of its sales due to this one blockbuster game. Called Odekake Chocobo RPG (roughly "Go Chocobo RPG"), this PocketStation minigame actually doesn't star a standard Chocobo but rather a "Cochocobo," a small-dog-sized version of everyone's favorite feathered friend, which appears in the PlayStation game as well. We know there will be combat and items you can gather, but it isn't yet clear how this minigame will affect your main FFVIII game. Perhaps you can train your Chocobo to increase his power as a "Guardian Force" summoner spell? We'll just have to wait and see...



Luckily the wait is almost over. Keep an eye on *OPM* soon for a full blowout. See you then!







Theme RPG **# of Players** 1
Availability Now **Developer** Square

Gekka No Kenshi

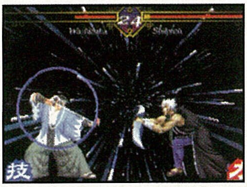
SNK

Sure, fighting games for the NeoGeo are about as rare as pigeons in a city, but worthwhile ones, and worthwhile ones that make it to the PlayStation intact, are precious indeed. Gekka no Kenshi (which loosely translates to "Swordsmen under the Moon") looks like one of those exceptions.

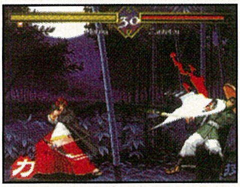
Set in 1863, Gekka features weapon-based 2D fighting that bears more than a passing resemblance to that other NeoGeo historical fighting game, Samurai Shodown. Beneath the surface, however, Gekka is very much its own game where controls and gameplay system are concerned.

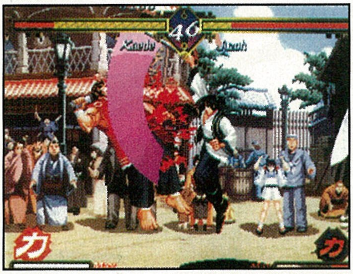
After choosing one of the 12 available characters, players can select either "power" or "speed" mode for their fighter. Power increases the damage for each successful hit, even takes off a little health from a blocking opponent, and makes a few particularly strong special moves available. Speed mode, on the other hand, reduces the amount of time your character needs to recover from a blocked attack (when you are vulnerable to attack yourself), and opens up some vicious quick-hitting combos.

In addition to the usual story, vs. and training battles, Gekka no Kenshi also has a "sudden death" mode, where the player's health slowly decreases as time passes. Also, as an extra bonus for the PlayStation version, Gekka contains a new gallery section with artwork and back story for each of the combatants.



Theme Fighting **# of Players** 1-2
Availability Feb. 25 **Developer** SNK





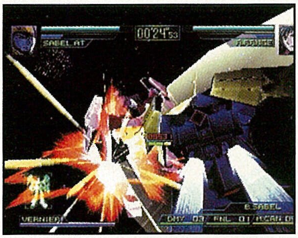
Gundam: Char's Counterattack

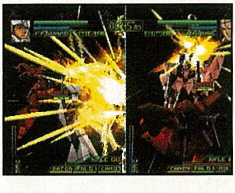
Bandai

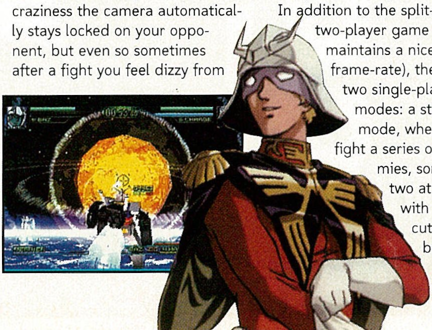
Seems like there's a new crappy Gundam game released in Japan every week, but Char's Counterattack uses the characters and robots from the popular animated series in an interesting spin on the traditional 3D fighting game.

And when we say 3D, we mean it: take control of your robot in this one-on-one fighter and you can move in every dimension—up, down, left, right, into and out of the screen and every direction in between. Luckily in all this craziness the camera automatically stays locked on your opponent, but even so sometimes after a fight you feel dizzy from all the crazy zero-G movement, like you just stepped off Momo the Monster at the local carnival. Each of the eight robots you can choose from has at least three different long-range attacks as well as an up-close hand-to-hand weapon in case you run out of ammo. You can also target and destroy specific parts of your enemies—like their head, leg or shield so they can't block—lending a bit of strategy to the mayhem.

In addition to the split-screen two-player game (which maintains a nice, high frame-rate), there are two single-player modes: a story mode, where you fight a series of enemies, sometimes two at a time, with animated cutscenes between battles; and a straight-out battle mode where you take on randomly selected computer opponents one after the next.





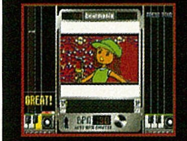


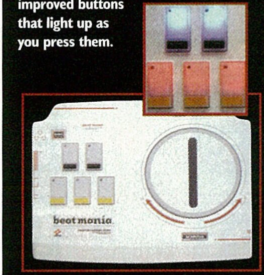
Theme Fighting **# of Players** 1-2
Availability Now **Developer** Saurus

Beatmania: 3rd Mix

Konami, Availability: Now

Not a sequel but rather an add-on disc for the super-hot DJ simulation game Beatmania, 3rd Mix features new songs for wannabe mix masters to tap along to as well as slightly different versions of old tracks from the first game. To coincide with its release, three new limited-edition turntable controllers were sold through the Japanese magazine Famitsu, in new colors and with improved buttons that light up as you press them.





Stray Sheep: Poe and Mary's Big Adventure

Robot, Availability: Spring

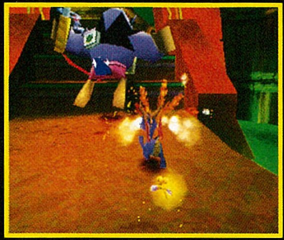
If there's one thing we hear every month in our reader mail, it's "we want more sheep-game coverage!" So here it is. Based on a popular TV show in Japan, Stray Sheep follows the adventures of Poe (humorously enough spelled "Poo" in Japanese) on his journey to rescue his beloved lamb Mary from an evil Wolfman who kidnapped her while she was innocently grazing in a peaceful field of flowers (awwwww). A variety of minigames, quizzes and puzzles stand between Poe and the end of his quest. Can he save his sweetie in time, or will she end up on a plate somewhere smothered in scrumptious mint jelly?

FIRE-BREATHING CRAZE HITS HEARTLAND!

HERALDED
Inquisiter

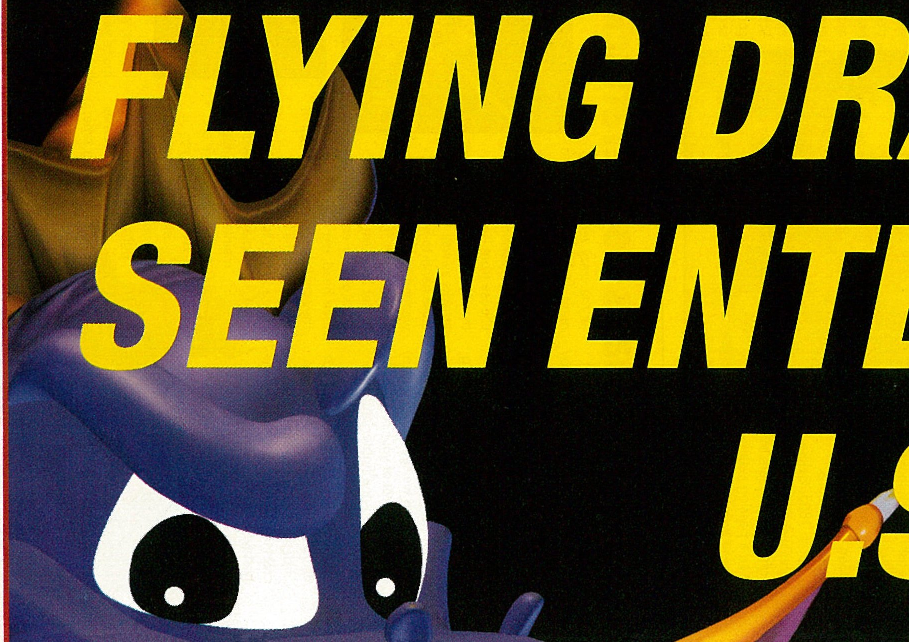
OCT. 8, 1998 $1.39/$1.69 CANADA

Secret life revealed



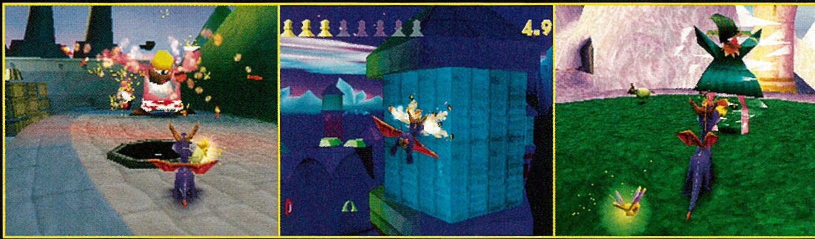
Spyro breathes fire, glides, flies and headbutts his way through graphically stunning, completely interactive worlds. Spyro rescues dragon families, collects treasure, recovers jewels and discovers hidden regions. Spiritual healers advise clients to follow Spyro!

FLYING DRAGON SEEN ENTERING U.S. AIR



SPACE!

Sheep makes case on national TV!



One hot sheep!

Embittered sheep stages anti-Spyro protests.

(Story on page 3.)

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Reviews

The final word—official and unbiased

Meet the Critics

Kraig Kujawa

Editor-in-Chief

Kraig's been looking around the office in disbelief lately. He and his writers have been enamored with high-profile games such as...Fisherman's Bait and Civilization II. He's even seen intense arguments settled with Irritating Stick. Amazing.

Favorite Genres: *Sports, Strategy*
Current Favorites: *Civ II, In the Zone '99*
Can't Wait For: *R-Type Delta*

Joe Rybicki

Deputy Editor

Grateful for having avoided the wrath of Mark's Irritating Stick, Joe spent this month immersed in the wonderfully twisted little suburb of Silent Hill. It was just one encounter after another with agents of pure evil.

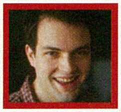
Favorite Genres: *Adventure, RPG, Puzzle*
Current Favorites: *Silent Hill, Silent Hill and, oh yeah, Silent Hill*
Can't Wait For: *Silent Hill...er, I mean, Kain 2*

Wataru Maruyama

West Coast Editor

Wat just can't stop yacking about the Metal Gear Solid figures from McFarlane Toys. Mmm...Sniper Wolf. He hopes more game companies (like Namco, Square, Capcom) approach McFarlane to render their characters into plastic.

Favorite Genres: *Fighting, Racing, Adventure*
Current Favorites: *SF Alpha 3, R4, MGS*
Can't Wait For: *Silent Hill, Kain, Gran Turismo 2*



Mark MacDonald

Associate Editor

Mark has spent most of this month waiting for Final Fantasy VIII and the PocketStation, but he still somehow made time to smack the locals down in Irritating Stick. Aw yeah.

Favorite Genres: *Action, Adventure, RPG*
Current Favorites: *Syphon Filter, Fisherman's Bait, Bomberman Fantasy Race*
Can't Wait For: *Final Fantasy VIII, Ace Combat 3, Final Fantasy Collection, Unjammer Lami*

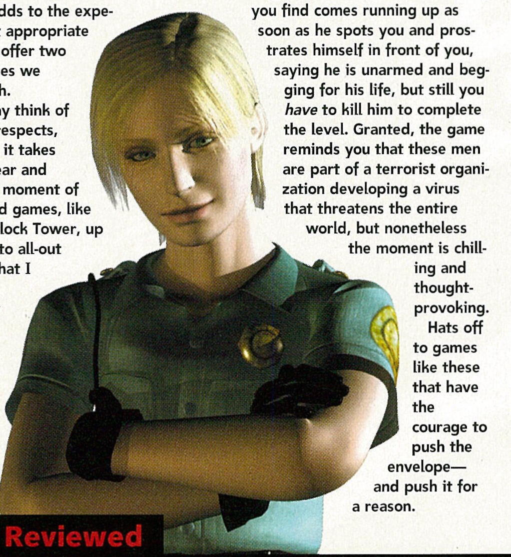
What About the ~~Children~~ Adults!

by Mark MacDonald

With all the kid games coming out recently, I thought I would take a moment just to say, "Let's hear it for adult games!" Now before you spit out your coffee, or whatever it is you're drinking, all over this beautiful magazine and start writing that angry letter, let me clarify what exactly I mean by "adult." Not adult in the triple-X movie connotation, not adult in the pointless, marketing-tool gore of Thrill Kill manner, but adult in the sense that a game deals with grown-up issues and situations in a realistic way that adds to the experience and just isn't appropriate for all ages. Let me offer two examples from games we reviewed this month.

Whatever you may think of Silent Hill in other respects, there is no denying it takes the slow-building fear and occasional startling moment of other horror-themed games, like Resident Evil and Clock Tower, up a notch from scary to all-out disturbing. From what I have seen, the suspense and intensity brought on by the flashlight-view, not to mention some shocking scenes of carnage, are enough to frighten even jaded movie-goers who are supposed to be immune to this sort of stuff. Hell, even that spooky music I hear creeping over from Joe's cubicle at 3 a.m. freaks me out. This may be the first game that I could truly understand parents not wanting their kids to play.

Another example of a game incorporating a mature theme that works is Syphon Filter. In a certain level of this espionage adventure, the player (as special agent Gabe Logan) is sent into an enemy complex with orders to eliminate the scientists working there. The first such doctor you find comes running up as soon as he spots you and prostrates himself in front of you, saying he is unarmed and begging for his life, but still you *have* to kill him to complete the level. Granted, the game reminds you that these men are part of a terrorist organization developing a virus that threatens the entire world, but nonetheless the moment is chilling and thought-provoking. Hats off to games like these that have the courage to push the envelope—and push it for a reason.



Games Reviewed

Akuji the Heartless............74
Civilization II.......................81
Fisherman's Bait................84
Freestyle Boardin' '99........83
Irritating Stick 83
K-l Revenge........................82
March Madness 99............76
Marvel SH vs. SF 80
Monkey Hero.......................75
NCAA Final Four '99...........77
Silent Hill 64
Syphon Filter 70
Tiny Toons: TGB 84

Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○ We'd rather be stranded on an island with Richard Simmons than play this.

●●○○○ Below average. There are fundamental flaws with this game; get something better.

●●●○○ A good title. It's a fun game with some flaws that can be overlooked.

●●●●○ Definitely a topnotch game. Very good and well worth your time.

●●●●● Fabulous! These are the games that really make you proud to own a PlayStation.

Huge Air
+
Phat Moves
+
Sick Tricks

=

PlayStation
NTSC U/C
PlayStation
3XTREME
989 STUDIOS
EVERYONE
E
CONTENT RATED BY ESRB
SCUS-94231
94231

Launches April

989 STUDIOS

PlayStation

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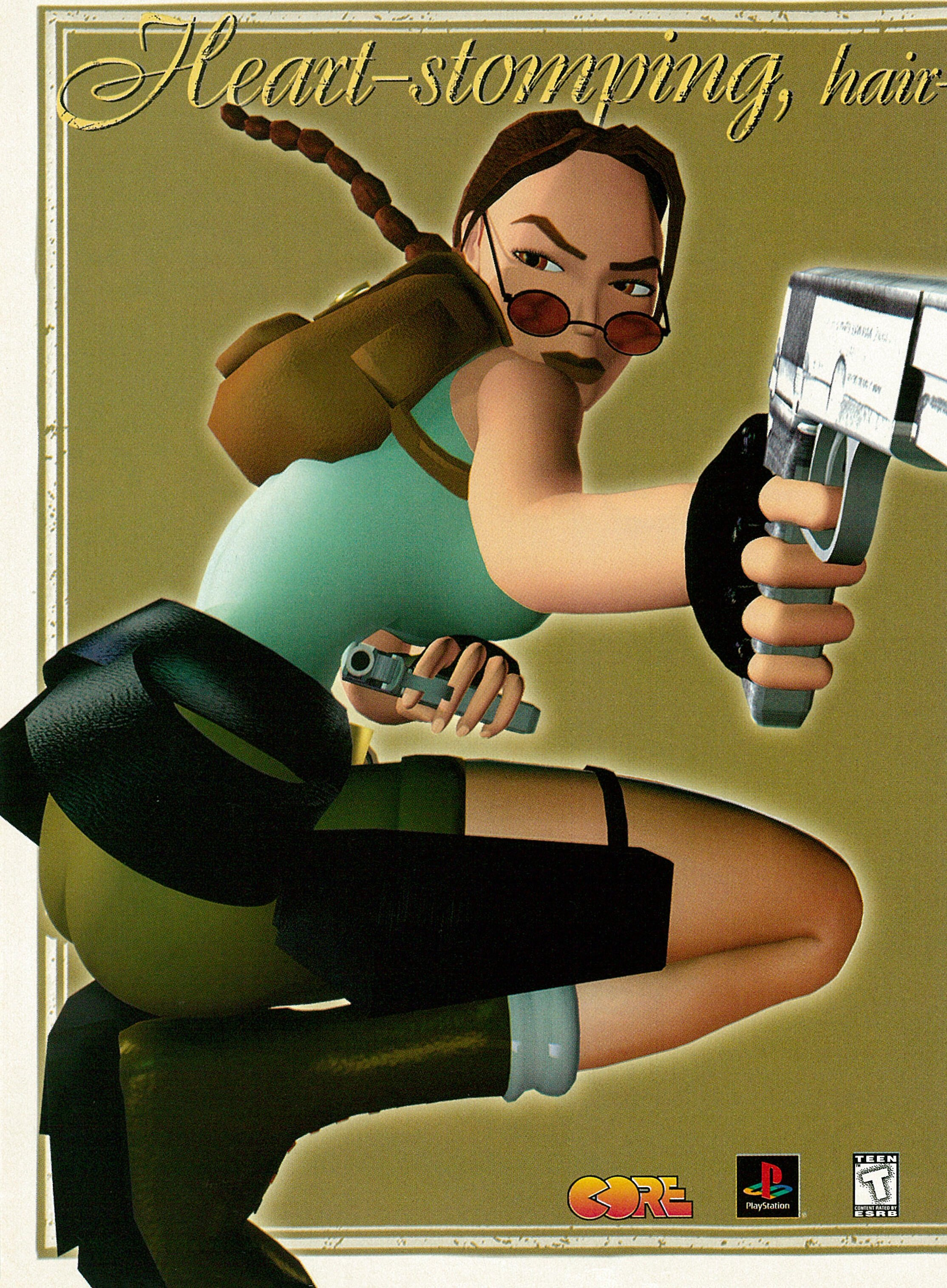
Heart-stomping, hair-
CORE
PlayStation
TEEN
T
CONTENT RATED BY
ESRB

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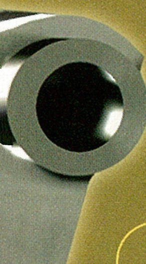
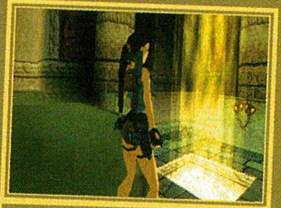
straightening, mind-melting action.

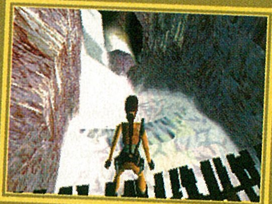
(Ready for level 2?)



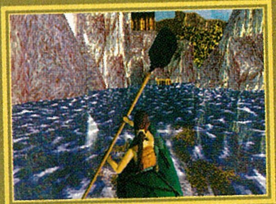


Discover what it takes to send shivers down your soul.

Plough through five continents with extreme prejudice. And a grenade launcher.

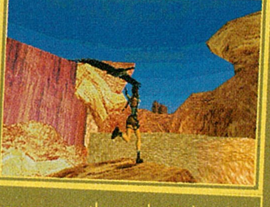


Check your gut in manic, eyeball-blistering action.



Kayak rapids and motorcycle your escape from environments that will lose your mind.

Enjoy international diplomatic immunity with a set of 9mm's as your passport.



Annihilate your way through 15 levels of high-res mercilessness.

TOMB RAIDER III

ADVENTURES OF LARA CROFT

EIDOS

INTERACTIVE

Developer	Konami
Publisher	Konami
Genre	Adventure

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Silent Hill

Sesame Street, it ain't!

"There are violent and disturbing images in this game." That's how Silent Hill begins, before even flashing the Konami logo and heading into the intro. *Violent. Disturbing.* "Come on," you say. "I've torched endless streams of Resident Evil zombies. I've come face to face with the Scissorman in Clock Tower. I've been there; I've done that. Violent, hah! Nothing disturbs me," you think, "nothing!"

Think again. Because when Konami tells you their game is violent and disturbing, it's because they've taken great pains to make it so. And brother, they're not messing around.

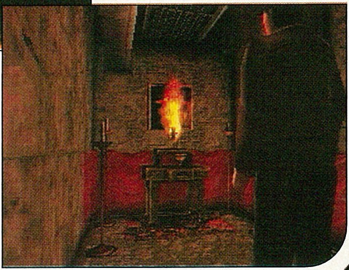
Atmospheric pressure

Konami appears to have tweaked every single feature of Silent Hill in order to make the game as unsettling to the player as possible. Dramatic, swooping camera changes and unusual angles quickly set the player on edge. Then the music begins to swell, a discordant score that slowly increases in volume and intensity, indicating that something truly horrifying is just around the bend—only you can't see it because your pitiful flashlight beam only illuminates a few feet in front of your face. Somewhere off in the distance you hear a child crying; somewhere off to your left you hear something gurgling in the darkness. Suddenly, you hear a tremendous crash behind you. You whip around, only to find the room empty, and turn back just in time to be attacked by a stunted, deformed, shuffling *thing* that seems hungry for your blood...

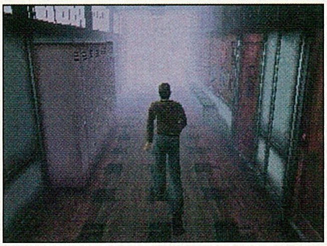
This sort of thing is par for the course in Silent Hill, and even after having played through the game multiple times, these mind tricks and terror tactics *still* freak me out. And this is what Silent Hill is really about: atmosphere. The game oozes with disturbing atmosphere from start to finish, and I for one loved every minute of it.

No, atmosphere isn't *every*thing...

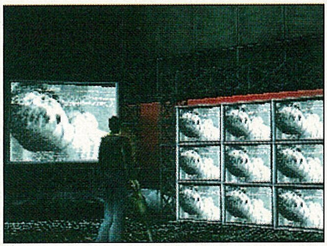
Let me get these complaints out of the way before I resume evangelizing. First, let's talk about controls. In short, they stink. Sure, Silent Hill is an adventure game,



Silent Hill is packed chock full of disturbing occult and religious themes (above). Parents, don't say I didn't warn you.



Whereas in some games excessive use of fog can seem annoying, in Silent Hill it's pure atmosphere (above). Anyone who has read Stephen King's short story "The Mist" knows how spooky it can be to only see a few feet in front of you.



and adventure games aren't all about twitch controls—but the game does have its share of action, and when you're trying to fend off a flock of flying reptiles it would be helpful to at least be able to aim where (and when!) you want, run when you need to, and generally focus on staying alive. Unfortunately, the controls, especially in terms of movement, are ridiculously unresponsive. Far too many times I sat there screaming at poor Harry Mason to "Run, damn you, RUN!!" That's the sort of thing that should be fixed in the early stages of development, and it hurts the game more than anything else.

The game engine itself also has its share of flaws. There were times when I would be running through a particularly nasty section of town, trying not to waste energy or ammunition on hordes of enemies I knew I'd never have to see again if I could just get down this one street....After a few blocks, however, I had collected so many pursuing beasties that the game started to seriously bog down. It made me want to start plugging away at the bastards just to speed the game back up (of course, I learned my lesson—I'm no match for four pterodactyl nasties, two undead monkey-men and a rabid dog). That's the sort of thing that draws you out of a game—especially one that is trying so hard to suck you in.

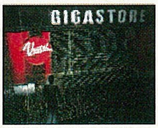
On a related note, the graphics can get grainy almost to the point of distraction. I'm not sure why the designers elected to use strange particle patterns instead of standard lighting and transparency effects. Perhaps it's less taxing on the hardware. Regardless, though at first it's a novel effect, after a while it starts to look like you're wandering through a perpetual sandstorm. Not pretty.

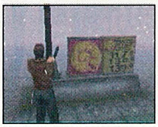
Furthermore, with the animation being so superlative in the cinemas, I would have liked to have seen a bit more adequate animation in the engine and in-game cut-scenes.

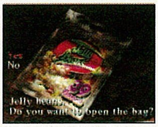
Getting beyond the superficial, I also have my doubts about some of the more fundamental elements of game design. First of all, while nearly every one of the game's numerous puzzles has a hint nearby pointing you in the right direction toward its completion, most of these hints can get pretty goofy. The too-dramatic language stands out in a game that handles the more abstract elements of atmosphere much more adroitly. And besides that, some of the hints are much too

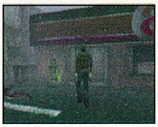
continued on page 67

Just another all-American town...





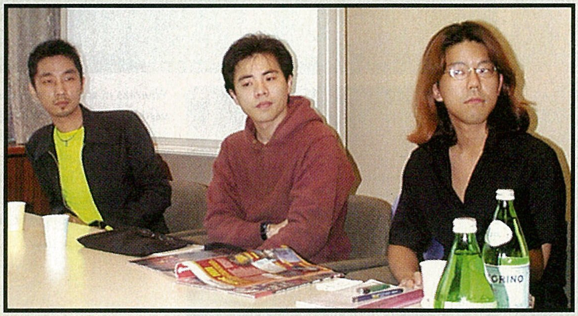




When the designers of Silent Hill told us they tried very hard to make the town of Silent Hill feel like a typical Midwestern American town, they weren't kidding. Scattered throughout the game are a number of (often humorous) look-alikes of real-life places and things. My personal favorite (above far left) is the "Vestal Gigastore." Elsewhere in town: Apparently Silent Hill hasn't learned about the steadily dropping price of oil (above center left)—or perhaps it's just closer to Chicago than we thought. And who doesn't love jelly beans (above center right)? Unfortunately, Harry has a little trouble getting the bag open and spills them all over the floor. Better head on over to the local "8" store (above far right) to pick up a new bag. These are just a few of the many brand spoofs in the game...

Founding Fathers of Silent Hill

"WE WANT TO MAKE YOU SCARED ON AN INSTINCTIVE LEVEL"



At the most recent Tokyo Game Show, we got a chance to speak directly with the core team behind this amazingly atmospheric title. Present at the press conference were Keiichiro Toyama (above center), producer and director; Akira Yamaoka (above left), composer and sound director; and Takayoshi Sato (above right), character designer and computer graphic artist.

Where did the inspiration come from for the story?

Keiichiro Toyama: The original concept actually came from the corporate side; they said we should try our hand at making a horror game. At the time I was asked to work on this project, I didn't know too much about horror games or horror in general, so I started doing my homework. I looked at what sort of horror people were looking at and enjoying and found that the modern horror theme was the one that was getting the most acceptance. What I found was that a lot of modern horror was based around a real-world situation or setting. I wanted to build on these concepts, starting with any Midwestern American town and building the horror image upon it.

Is it true that the team went to Chicago for research?

KT: On the way back from E3, we set aside a little extra time to go to Chicago to check out some things and take some pictures. Silent Hill is supposed to be a water resort, so we looked at areas close to the lake for inspiration. Next time we'll set the game in Jamaica (laughter).

What was your goal in creating the atmosphere of the game?

KT: There were two main concepts we wanted to put into this game. One is that we wanted to make the player feel that the world exists. We took influences from Stephen King for the modern horror atmosphere, so you have all these indications that this is taking place in our modern world. We wanted to have the horror feeling, but we also wanted to make it feel real to the player. The second concept we wanted to focus on was the technology, to create this world in full polygons with a free-floating camera that changes a lot to keep the player really unbalanced, and to use a lot of fog effects and lighting effects.

Did you have any particular influence with regard to those cinematic camera angles?

KT: In order to give the game a feeling of a real world, but an unbalanced world, we took influences from David Lynch, Cronenberg, that cinematic style.

What do you think of other horror games, like Resident Evil?

KT: Resident Evil 2, in particular, put aside the horror a bit and went very "Hollywood." It focused on the action, and felt more like an action movie than a horror game. We wanted to go back to the roots of what horror is supposed to be about. We want to make you scared on an instinctive level.

Is it true that all the rendered cinemas were done by one person?

KT: Yes, Sato is the man (laughter). Notice the dark circles under his eyes.

How long did it take to render all the CG for the game?

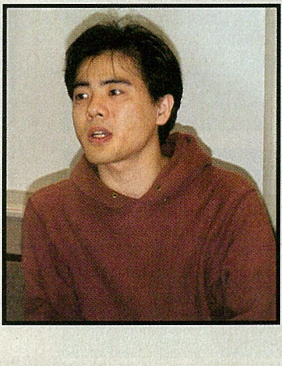
Takayoshi Sato: We'll let you do all the math, but I'll tell you this: For one second of cinema, it took about three to four hours of rendering time. [*We did the math, and concluded that it must have taken upward of 2000 hours just to render the cinemas! This for a game that is estimated at 10 to 20 hours to completion. —Ed.*] If you include the modeling, with some of the features in it, that's a lot more time.
Let's just say I've been working on it since I got into the company, and I haven't slept at all.

And how long have you been with the company?

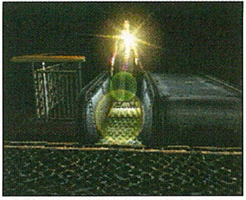
TS: I came to Konami about three years ago, and since this was the first CG I've ever done, for the first year they mostly trained me. I didn't get my own machine until a year later, and have been doing CG for Silent Hill ever since.

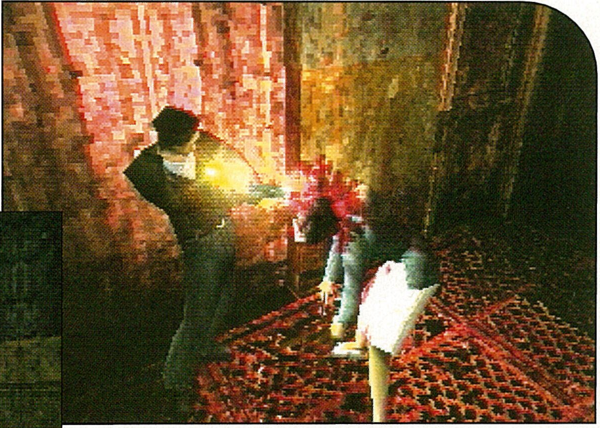
Are you planning to do a sequel?

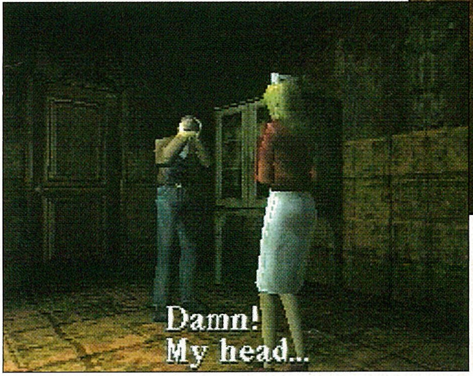
KT: It will really depend on how the public receives the game. That sounds really corporate, but that's the real world.



The lighting effects, even when Harry is facing the camera, are practically flawless (right). Now, if only they could have gotten rid of all that graininess.







Harry?
Are you OK?

obvious—especially when there's nothing in the room but the puzzle and the hint. (That being said, I must confess to having trouble with a couple of the puzzles. But maybe I'm just dense.)

I have a few issues with the story, as well. If you're not on the right track to the good endings (there are two good and two bad endings), the story can seem extremely disjointed. This is because some of the characters fill you in on some crucial story elements as a sort of reward for completing some of the puzzles correctly. (Certain crisis points have more than one solution, and that's all I'm going to say about that.) I appreciate the reward, especially the second time through the game, but without it you're left guessing about some pretty important issues.

And finally, even in the best of all possible endings the story doesn't really have a concrete resolution. Personally, this is a plus for me—I like figuring things out for myself, putting my own interpretation on the events in the game—but there are plenty of people who can't tolerate what they consider "unfinished" stories.

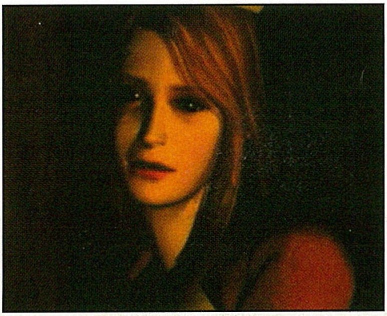
...and Konami knows it!

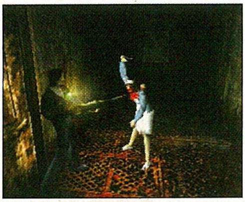
The great thing about this is, judging by how the rest of the game is executed, Konami knew exactly what they were doing in leaving the ending open to interpretation. It's just the final jab to your subconscious, one last attempt to mess with your head before the game lets you go. And this is why in the end I must recognize Silent Hill for the masterpiece it is.

Like Konami's *other* game, Metal Gear Solid, Silent Hill certainly has its share of flaws. But, also like MGS, it sets new standards in complexity and depth of game design that will undoubtedly have an effect on the horror adventure genre for years to come.

Where one might compare Resident Evil with movies like *Night of the Living Dead*, I would compare Silent Hill with more genuinely disturbing films like *The Exorcist*, *The Shining* (Kubrick's, of course), and perhaps even *Psycho*. This is a game that does an amazing job of getting into your head, and staying there. Silent Hill is well worth a visit.

—Joe Rybicki





The cinemas in Silent Hill (above) are simply breathtaking in their realism. The characters not only move realistically but also have animated facial expressions that are entirely believable.

Box Score

Pros

- Unparalleled atmosphere
- Great, twisted story
- Lots of solid puzzles
- Lots of scary little touches
- Wonderfully disturbing music and sound effects

Cons

- Frustratingly bad controls
- Some slowdown and other graphics issues
- Puzzles can be too obvious
- Story can seem disjointed

"I would compare Silent Hill with genuinely disturbing films like The Exorcist, The Shining (Kubrick's, of course) and perhaps even Psycho."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

Driving on the ground is so 90's.

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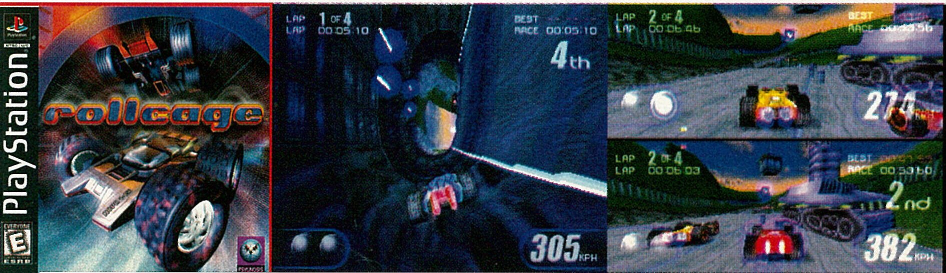
PlayStation
rollcage
EVERYONE
E
ESRB
LAP 1 OF 4
LAP 00:05:10
BEST
RACE 00:05:10
4th
305 KPH
LAP 2 OF 4
LAP 00:06:46
BEST
274
LAP 2 OF 4
LAP 00:06:03
BEST
RACE 00:53:60
2nd
382 KPH

PSYGNOSIS

EVERYONE
E
CONTENT RATED BY ESRB

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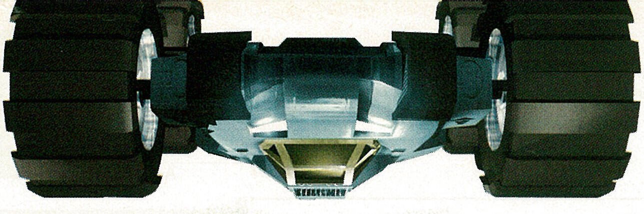
PlayStation®



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Drive any of 6 indestructible vehicles anywhere and everywhere, from the sides of walls to the roofs of tunnels.

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2-player split-screen, head-to-head racing action with 4 specially designed tracks.

Intense "Big Beat" DJ soundtrack, featuring songs from Fatboy Slim, EZ Rollers, Aphrodite and more!

LAP 1 OF 3
LAP 00:20.63
BEST
RACE 00:20.63
2nd
272 KPH
LAP 4 OF 4
LAP 00:04.90
BEST
RACE 01:22.19
3rd
315 KPH

PlayStation
Syphon Filter

1 Player

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

Developer	Eidetic
Publisher	989 Studios
Genre	Adventure

Syphon Filter

ARMOR
11/18
PlayStation

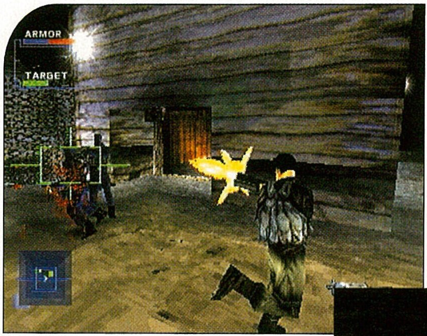
Surprisingly original and uniquely entertaining

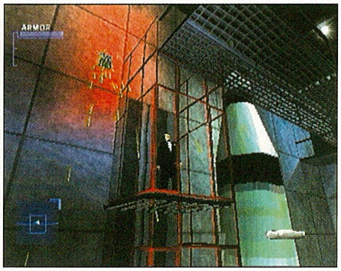
It wasn't long into Syphon Filter's development that the comparisons with Metal Gear Solid began to appear, and in many ways that's entirely understandable. Both games feature special agents sent in to stop terrorists, genetically engineered viruses, giant missiles that threaten the entire world order, gravelly voiced heroes, similar controls, sniper modes...I could go on. What you can't tell from the screenshots, though, is that 989 Studios' espionage adventure is actually very much its own game, and a damn good one at that. Although it seems a bit unpolished in some important areas like graphics and control, Syphon Filter has some of the most exciting and original gameplay on the PlayStation yet; it's not Metal Gear all over again, but any fan of that Konami classic won't be disappointed.

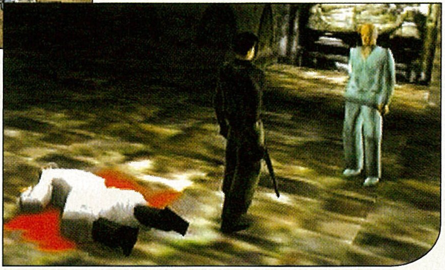
Graphics mixed, not shaken or stirred

Graphically, Syphon Filter gets the job done, but it never comes close to the best the PlayStation is capable of. The levels do represent a wide variety of locales convincingly—everything from a snowswept enemy base to a giant museum exhibit of the surface of Mars—but the whole game just looks like it could have used a little more refinement, namely improved textures, less texture warping and cleaning up a few other small glitches. Luckily, what Syphon Filter's engine offers to make up for these drawbacks almost lets you forget them. There are some huge levels in this game, including large open areas with sometimes four or five enemies on screen, with only the occasional bit of slowdown. The rendered cutscenes, on the other hand, are so lame graphically they might as well have used the in-game engine for them.

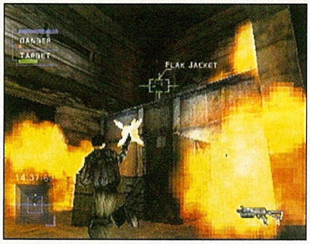
Speaking of story, Syphon Filter's does a great job of keeping you involved and interested, despite how the cutscenes look. Some mixed voice-acting may raise a few eyebrows, but the overall plot is a well-crafted conspiracy tale that unfolds nicely over the course of the game. Especially near the end, the twists and turns will really surprise you. Without

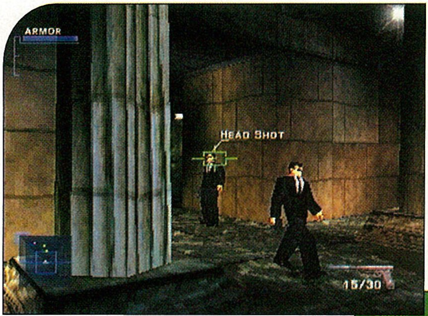


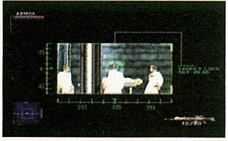


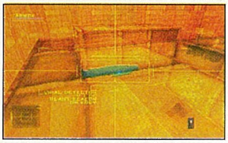


While the prerendered cutscenes do tell quite an interesting story, they are barely above the in-game graphics in terms of quality.



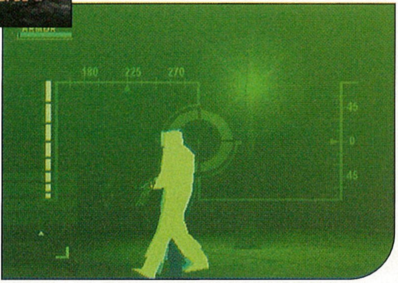






The many different views of Syphon Filter: Zooming in with the sniper rifle on renegade scientists (top left), searching for bodies carrying a deadly virus with the Viral Scanner (middle), and a rifle equipped with the nightvision scope (bottom).

HEALTH
DANGER
FLAK JACKET



spoiling anything, I can say you begin to question whom you can really trust, and what your whole role in this operation has meant.

Levels above the rest

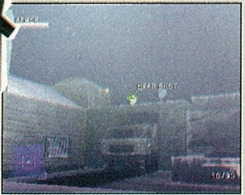
But by far the best thing Syphon Filter has to offer is its stunningly original missions and gameplay-centered level design. There are a few of the game's 15 levels that degenerate into brainless firefights or Tomb Raider-esque wall climbing, but thankfully those sections are rare. There's no easy way to categorize most of the levels because they change completely from one to the next, each with its own new inventive and clever theme. On one mission you are trailing a suspect from a high-society party to a secret meeting; you've got to track him unnoticed through a museum afterhours, while quietly taking out security guards along the way. For another level you need to find bombs placed by terrorists and radio in their locations; soon after you do, a specialist appears and you have to cover him while he disarms them. The bad guys that appear aren't concerned with you, but unless you keep them from hitting your friend working on that bomb, it's game over. Still another mission drops you smack dab in the middle of a warzone between two warring terrorist factions. Either side will fire at you if you attack or get in the way, but more often they are more concerned with taking each other out. If you want you can just sit back and hide while you watch the chaos go on all around you.

Putting the 'I' back in AI

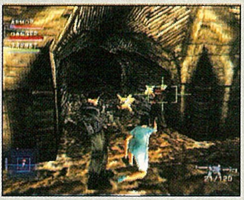
Part of what makes these refreshingly original missions work is the impressive AI of both friends and enemies in the game. Bad guys duck, run away when you toss a grenade, and roll to avoid gunfire just like you would—sometimes they even retreat and hide behind corners to ambush you later. In the few awesome missions where you have other characters helping you, they lay down cover fire and change positions on the fly. Best of all, enemies and good guys, sometimes even enemies and other enemies, fight it out in real time among themselves regardless of what you are doing. I can't overstate how much the AI adds to this game—not only to the feeling of realism, but also in terms of gameplay and just plain fun.

Your missions, should you choose to accept them

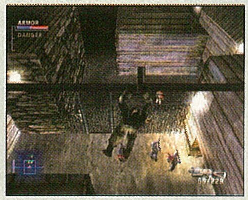
A sampling of the different operations you'll face in Syphon Filter



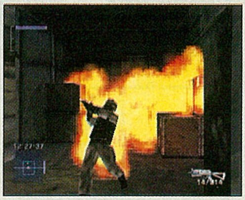
RHOEMER'S BASE
Infiltrate the heavily guarded arctic compound, set explosives, and disable the radar all without being spotted.



STRONGHOLD CATACOMBS
The only way out of this maze-like prison is with directions and help from a familiar friend...

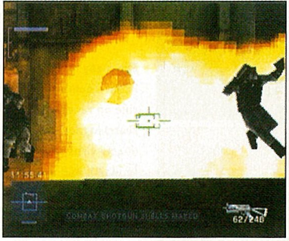


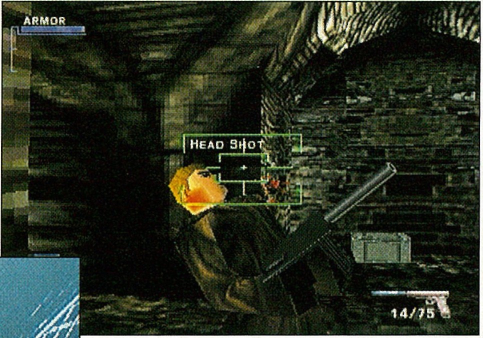
PHARCOM WAREHOUSE
Battle rages around you as you attempt to locate the infected corpses that could lead to a global disaster.

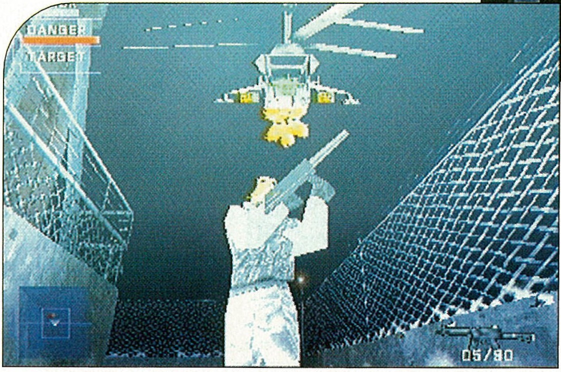


WAREHOUSE 76
Find the entrance to the underground missile silo before time runs out and this burning warehouse collapses on top of you.

There is an impressive amount of interaction with your environment: You can shoot out windows, lights, bottles, chandeliers, even exploding barrels (right).







Control pluses and minuses

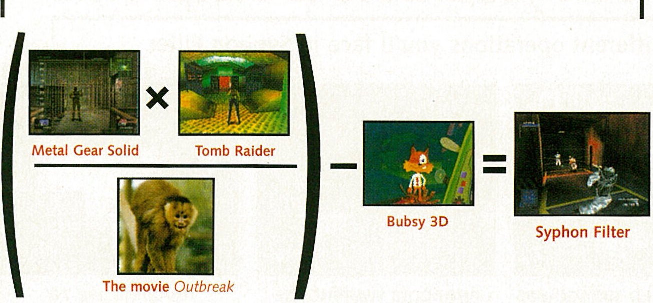
Controls are necessarily complicated and take some time to learn (each and every button on the pad has at least one function), but work fairly well once you get used to them. The nice part is there are plenty of different moves—you can run or sneak in any direction, sidestep left or right, roll, climb and more. Aiming weapons can be done either manually (necessary for zooming in with a sniper rifle and taking out guards with one shot to the head), or automatically by holding the R1 button. This auto aiming usually works well enough, but it is sometimes mysteriously inaccurate and hard to deal with when you have multiple targets. Likewise, weapon selection is fine when you aren't under pressure, but when you need one certain gun really quickly it can be frustrating. One last gripe is that the game fails to take full advantage of the Dual Shock controller. The analog control is all or nothing—there are no varying speeds of movement—and the vibration feature isn't used at all when you fire the various weapons.

These guys made Bubsy 3D?!?

Maybe the thing that impresses me most about Syphon Filter isn't the topnotch level design, or the great AI, or even the incredible variety in its gameplay, but the fact that the last game that the developer Eidetic worked on was Bubsy 3D. That's right, the same Bubsy 3D widely known as one of the worst PlayStation games ever and my personal choice as the Antichrist of all that is good and holy in game design. To go from that putrid piece of garbage to this slightly flawed but very enjoyable, high-quality title is truly impressive. If they can continue to evolve at this pace, I can't *wait* to see their next game.

—Mark MacDonald

Syphon Filter 101



A quick and easy equation for our more math-oriented readers (both of you), breaking Syphon Filter down to its most basic elements. Next month: Irritating Stick calculus.

Box Score

Pros

- Inventive gameplay
- Great AI for both friends and enemies
- Involving story line
- Sniper rifles and head shots!

Cons

- Graphics could be better
- Auto aiming and weapon switching difficult under pressure
- Some mixed voice-acting

"Although it seems a bit unpolished in some important areas, Syphon Filter has some of the most exciting and original gameplay on the PlayStation yet."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

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Official U.S. PlayStation Magazine

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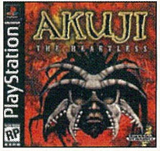
Developer Crystal D.
Publisher Eidos
Genre Action



1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Akuji the Heartless

Too serious for its own good

Akuji the Heartless is an attempt to take the platform genre in a rarely travelled direction. Featuring voodoo magic, a story of intrigue and betrayal, and lots of Lovecraftian nasties, Akuji is one of the few truly serious platform games ever made. But does the serious theme work?

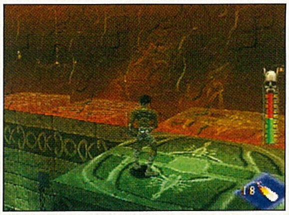
The fundamental gameplay in Akuji is fairly solid. Now-standard 3D platform elements are executed without exceptional flaws. Akuji himself uses a nicely varied assortment of moves to fight hordes of enemies scattered throughout the underworld. The magic projectile system is adequate, if unremarkable. Some elements of the game's presentation, like the excellent score, interesting sound effects and some amazing animation, are significantly above-average. So why does Akuji feel like such an average game?

Well, first of all, the game very obviously uses the Gex: Enter the Gecko engine. This means that if you had problems with Gex's controls or camera, you're likely to find many of the same problems here. Akuji also shares other quirks with Gex, most noticeably the blocky, artificial-looking environments and the smallish room-based level architecture.

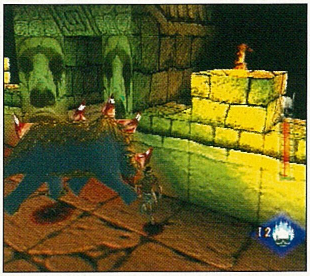
Furthermore, the inclusion of Richard Roundtree (of *Shaft* fame) as the voice of Akuji comes off as little more than a gimmick, as he has neither the vocal timbre nor the accent to make the role believable.

And finally, the uninspired level design seems to try for a spooky atmosphere but usually just ends up looking corny. And so, even with its substantial size and not-insignificant challenge, it would be hard for me to recommend this game to anyone other than fans of goth, the occult or at least voodoo itself. For a better 3D platformer, check out Enter the Gecko; it's a much more solid game, and is similar enough at its core to make little difference other than in terms of theme. Akuji is ideal for those looking for a more serious platform game—but if you want something serious, why turn to a platform game at all?

— Joe Rybicki



Akuji the Heartless includes some interesting puzzles as well as the occasional Jedi mind trick, like the one seen above. The platforms Akuji will need to jump to can only be seen in the reflection!



Overbearing black magic themes permeate Akuji's (under)world (above, left), giving the game a very dark, oppressive feel that rarely rises above cliché.

Box Score

Pros

- Nice collection of moves
- Some interesting puzzles
- Large assortment of areas and enemies
- Great, dynamic music

Cons

- Slightly corny theme
- Uninspired level design
- Could have used some camera and control tuning
- Shaft just doesn't work as a voodoo character

> **"Akuji is ideal for those looking for a more serious platform game—but if you want something serious, why turn to a platform game at all?"**

Official U.S. PlayStation Magazine

● ● ● ○ ○

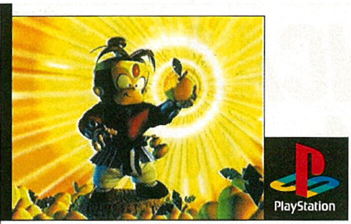
Rating

Developer	Blam!
Publisher	Take 2
Genre	Action/RPG

PlayStation
Monkey Hero

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Monkey Hero



A good idea with disappointing results

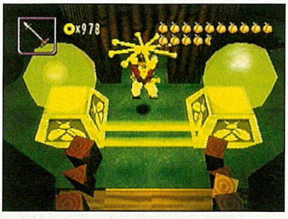
A bold attempt to relive the glorious adventures of the classic 2D Zelda action/RPGs, Monkey Hero can't be faulted for its choice of games to emulate. If only making a good game was as simple as finding a good example to follow... Monkey Hero not only fails to improve on those classic titles, but it also never comes close to matching them in almost all important respects.

The parallels are numerous: dynamite instead of bombs to open cracked walls, a cloud to warp about the world map instead of a whirlwind, and a hammer to smash obstacles, to name a few. Monkey Hero follows the same overall layout of Zelda as well: a series of dungeons to conquer one room at a time by defeating enemies or solving puzzles for keys. This is the one level Monkey Hero delivers on—most of the dungeons are well designed, and finding your way through the tricks and traps can be entertaining much in the same way it is in Zelda.

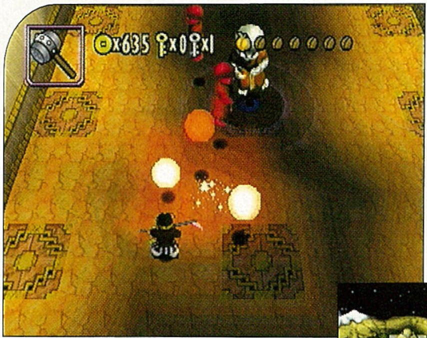
Unfortunately, the rest of Monkey Hero seems to be trying hard to keep you from enjoying yourself in any way. The graphics, while obviously going for a simple, cartoony look, are just atrocious. Characters are blocky, pixelated sprites, with backgrounds made up of repulsively simple 3D models. You'd hope with such meager graphics the game would at least run smoothly, but instead everything chugs along so slowly you can often literally count the frame-rate.

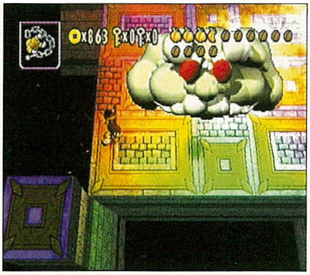
These technical shortcomings are so important in Monkey Hero because it becomes hard to tell where the bad graphics end and the bad control begins. With the whole game moving about in pseudo slo-mo and so little animation for each of your moves, Monkey Hero controls about as responsively as an oil tanker.

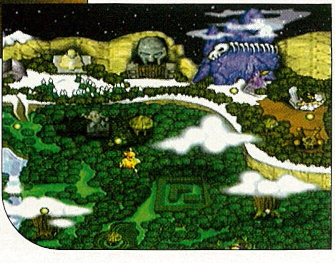
With a better engine, graphics and control, the few worthwhile design elements here may have had a chance to shine, but as it stands Monkey Hero is an action/RPG without the action and light on the role playing. ***—Mark MacDonald***



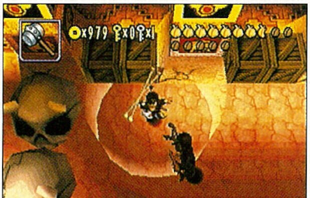
Not only are the graphics in Monkey Hero slow and choppy, but the lighting is practically nonexistent. Finding places for screenshots where you could see anything that was going on was a challenge in itself.







Like Zelda, Monkey Hero has an overworld connecting its towns and dungeons, along with other special locations and secrets spread about.



Box Score

Pros

- Amusing dungeon puzzles
- Some fun boss encounters

Cons

- Drab, simplistic graphics
- Jerky animation and movement
- Sound effects and music not up to par
- Frustrating control

> **"With a better engine, graphics and control, the few worthwhile design elements may have had a chance to shine."**

Official U.S. PlayStation Magazine

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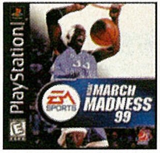
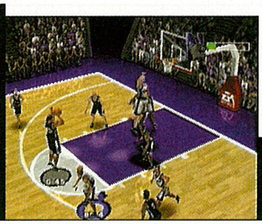
Rating

Developer Electronic Arts
Publisher Electronic Arts
Genre Sports



1~8 Players
Memory Card 2~16 blocks
Analog Control Compatible
Vibration Function Compatible

NCAA March Madness 99



EA is no longer the king of college hoops

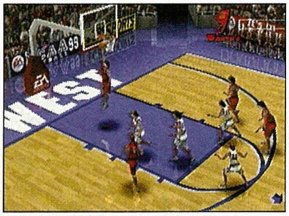
Last year's March Madness was a very unpolished game, lacking in both gameplay and graphics, even though it was still reasonably fun. This year, EA Sports has smoothed many of the franchise's rough edges, but it still feels too unfinished to be considered a well-rounded basketball game.

The biggest problem with MM 99 is that its sterile atmosphere and plodding game speed serve to drain the excitement from the court. EA is quick to point out the game's numerous fight songs and crowd chants, but quite frankly, they don't translate into anything tangible. Even the announcer seems timid, rarely chiming in to bother doing any sort of play-by-play. MM 99 could have compensated for this somewhat by making the gameplay exciting, but this is not the case. The computer rarely attempts fast breaks, players tire too quickly (although this can be turned off), and the action isn't as fun and intense as you would expect. It's also curious that the graphics are much less inspired than EA's NBA Live 99, a game that arrived months before this one.

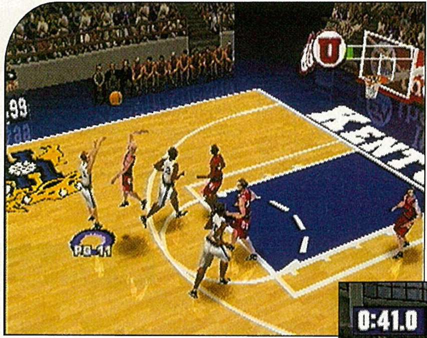
Fortunately, hoops fans looking for an in-depth basketball game should find March Madness 99 enjoyable. Aside from its lack of fast breaks, March Madness offers an unrivaled amount of realism and options. There's a ridiculous amount of plays available, including different inbounds plays that are used depending on where you're throwing the ball in from. Learning how to use this depth is made as easy as possible through moving diagrams and even a Practice Mode that lets you rehearse every phase of the game. Other modes include a Three-Point Shootout, a Dynasty Mode that allows you to take a team and build it over years, and even a women's Sweet 16 Tournament.

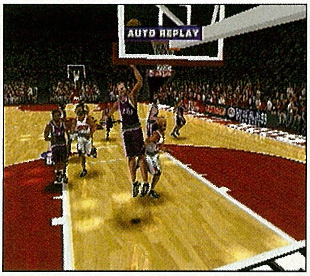
March Madness 99 is a realistic and deep basketball game, but not one that will appeal to all gamers. If you're willing to sacrifice a little depth, it would be advisable to pick up 989 Studios' more exciting NCAA Final Four '99.

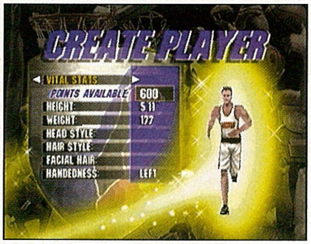
– Kraig Kujawa



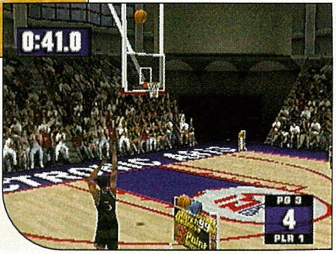
You can even play with women's teams in NCAA March Madness 99 (top).







CREATE PLAYER
VITAL STATS
POINTS AVAILABLE 600
HEIGHT 5'11
WEIGHT 177
HEAD STYLE
HAIR STYLE
FACIAL HAIR
HANDEDNESS LEFT



Didn't make the team while you were in college? To hell with the coach. Create yourself and join whatever team you prefer (left).

Box Score

Pros

- Unrivaled depth
- Most realistic college basketball game
- Lots of play modes

Cons

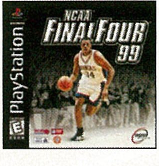
- Atmosphere during gameplay is too stagnant
- Graphics could have been better
- Lack of fast breaks is a bit annoying

"The biggest problem with March Madness 99 is its sterile atmosphere and plodding game speed."

Official U.S. PlayStation Magazine

● ● ● ○ ○

Rating



1 or 2 Players

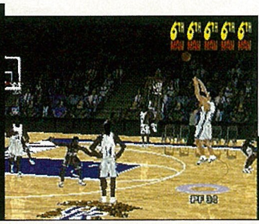
Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

Developer	Killer Game
Publisher	989 Studios
Genre	Sports

NCAA Final Four '99



PlayStation

989 Studios' first effort doesn't play like a rookie

Like most of 989 Studios' other sports games, NCAA Final Four '99 places an emphasis on fast, arcade-like gameplay with hints of realism. Although its execution is a little flawed, the balance found in the game definitely works better than in the other college hoops title, NCAA March Madness 99.

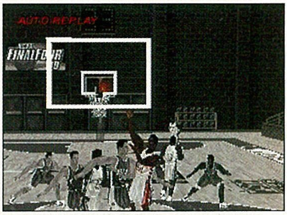
The best thing Final Four 99 has going for it is that it captures the speed and excitement of college hoops. Quinn Buckner calls the action, and when his commentary is combined with the crowd applause, some periodic chants and the polygonal coach on the sideline waving his arms frantically, it makes for great collegiate atmosphere.

As I mentioned, speed is a big part of the game's repertoire. Players move smoothly and quickly, although some of this was obviously accomplished by sacrificing a little player detail—but that's fine by me. The game is realistic enough so that it feels authentic. Players animate reasonably well, but there are some blemishes such as awkward looking lay-ups. Also, there are plenty of different offensive and defensive plays, and an animated chalkboard to help you understand them.

The major weakness in the gameplay (and it could be considered a strength by some) is the ease of getting a basket. The game's artificial intelligence is soft, allowing you to get close to the basket without much resistance. Adding to this problem is that it's way too easy to make shots, particularly three-pointers. And if you turn on the game's optional "shot meter" (a visible meter showing when to release the shoot button), you'll probably end up canning at least 75 percent of your shots, if not more.

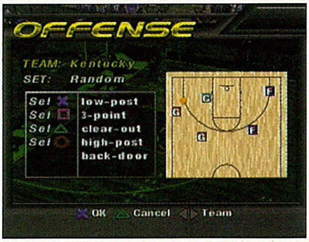
Even with these flaws, Final Four 99 is still the most well-rounded college basketball game. It doesn't have nearly as many features as March Madness 99, but it does have all the important ones. Unless you're adamant about getting the most realistic hoops game, pick this one up; it's the most fun and it's a good sim, too.

—Kraig Kujawa



Like the unreleased ESPN NBA Tonight game, NCAA Final Four has replays that contrast the action against a black-and-white background. Unfortunately, it doesn't look nearly as good (above).

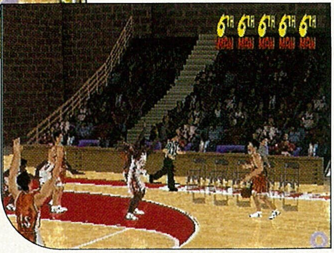
6TH 6TH 6TH 6TH 6TH
KENTUCK
PG 3



OFFENSE

TEAM: Kentucky
SET: Random

Sel ✕ low-post
Sel □ 3-point
Sel △ clear-out
Sel ○ high-post
back-door



When players are wide open, they'll wave their arms, begging for the ball, like the wide-open guard on the bottom-left corner of the screen (above). Unfortunately, they get open a little too often, no doubt leading to some tired arms at the end of the game.

Box Score

Pros
- Fast and fun action
- Good atmosphere
- Enough options to make hoops fans happy

Cons
- AI is too soft
- Some player animations are a little awkward
- Intro is pathetic (not that it really matters)
- Only two players can play

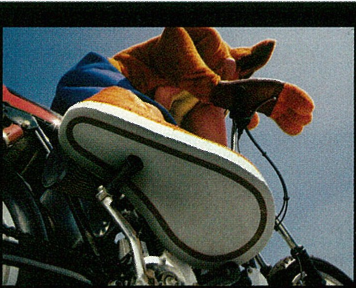
> "The best thing Final Four 99 has going for it is that it captures the speed and excitement of college hoops."

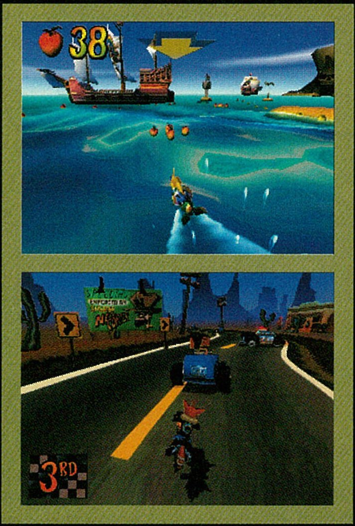
Official U.S. PlayStation Magazine

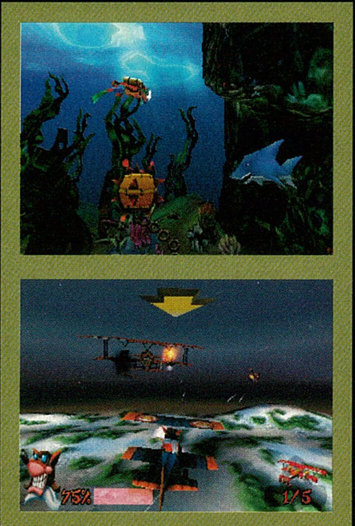
● ● ● ◐ ○

Rating

“I USUALLY VISUALIZE THE
THAT'S ABOUT ALL







PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
NAUGHTY DOG
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS

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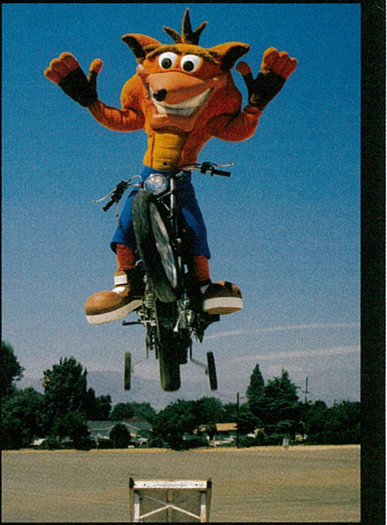
JUMP BEFORE I TAKE OFF.
THE HELP I NEED."



After some hard-core training, he's ready to warp through time and take on all-new worlds. Ride down Route 66 on a bike. Dogfight in a biplane. Swim through Atlantis. Or run through the Jurassic era. You up for it? Crash is. He's got an all-new, supercharged body-slam, a double jump, a death tornado spin and a bazooka. You can even play as Crash's kid sister, Coco. CRASH BANDICOOT: WARPED™ is here. And it's his most insane adventure ever.

CRASH BANDICOOT 3 WARPED

OH YEAH...HE'S READY.

www.playstation.com

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Developer	Capcom
Publisher	Capcom
Genre	Fighting

1 or 2 Players

Memory Card 1 block

Marvel SH vs. Street Fighter

Forget about X-Men vs. Street Fighter

Marvel Super Heroes vs. Street Fighter is one heck of a game. The gameplay has always been the meat of any Capcom fighter and thankfully, this conversion didn't get butchered.

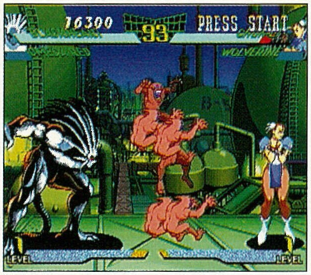
The fighting action is amazingly smooth but a bit inconsistent. Smaller characters like Spider-Man, Wolverine, Sakura and others play like a dream with solid animation and spot-on controls. On the other hand, bigger dudes like the Hulk and Blackheart lost some serious frames of animation, although the timing of attacks is still very close to what it's supposed to be. It just takes awhile to get used to the awkward look of some attacks.

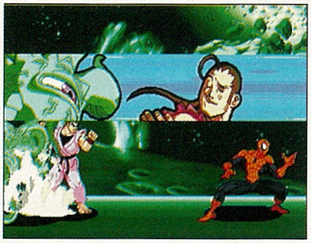
Graphically, the characters look good and so do the backgrounds. The sound effects and background music don't quite sound as clear as they should, but it's nothing to really gripe about. The most serious issue is the way the tag-team play is handled. In the normal game, you can pick both members of your squad, with the second character reduced to merely lending a quick hit when you ask for it. This is a fair compromise since the PlayStation doesn't have enough RAM to buffer four different characters at once. As a nice bonus, there is a brand-new Crossover Mode designed to allow true tag-team play with the catch being that the teams have to mirror each other's team members. While this is neat against another human player, it sucks in single player because the computer will partner you up with a different fighter in each match and then cycle out your original fighter. After your first match, you're reduced to playing with random fighters. Many of you won't mind, but some will and I am in the latter category.

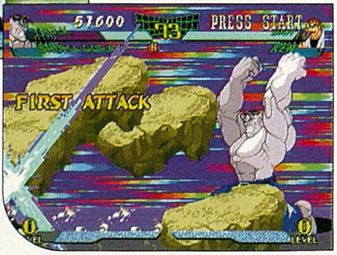
Even so, Marvel vs. SF is still highly enjoyable. There are better Street Fighter games currently out on the PS (Alpha 1 and 2) and possibly the best is upcoming (Alpha 3), but this is the best and only great-playing fighter featuring Marvel characters.

—Wataru Maruyama

There's nothing quite like unloading a massive Super attack with your partner. The announcer sounds a lot more excited than he did in X-Men vs. SF, which adds to the overall feel of the game.







It would have been nice to see characters like Psylocke (from the original Marvel Super Heroes game) and Silver Samurai (X-Men COTA) return.

Box Score

Pros
- Fast gameplay
- Crossover Mode against human players
- Ending collection
- Hidden illustrations

Cons
- Loss of frames
- Crossover Mode against the computer
- Not many new characters

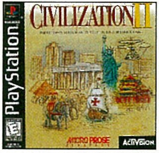
"The gameplay has always been the meat of any Capcom fighter and thankfully, this conversion didn't get butchered."

Official U.S. PlayStation Magazine

● ● ● ◐ ○

Rating

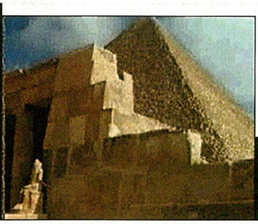
Developer MicroProse
Publisher Activision
Genre Strategy



1 Player

Memory Card 1~13 blocks

Civilization II



Sid Meier's masterpiece arrives intact

All too often, game companies underestimate the patience and intelligence of PlayStation gamers and dumb down complex PC games when it was that very depth that made the game so good in the first place. Thankfully, Activision was wise enough to avoid such a grave mistake and has delivered Civilization II almost perfectly intact.

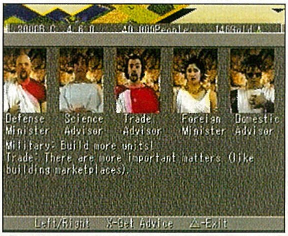
The goal of the game is to grow a civilization successfully from B.C. to A.D., while ultimately trying to colonize space. The game is turn-based, allowing players to take their time fortifying defenses by moving units, establishing lines of commerce, engaging in diplomacy, researching technologies and managing their cities. And that's only the beginning. As each turn goes by, so does the evolution of each society, allowing for more advanced units and capabilities.

Obviously, it's an incredibly in-depth game, but the beauty of it is that it's only as complicated as you wish to make it. There are numerous ways to achieve victory ranging from becoming the most economically powerful nation in the world (so that you can win the space race) to simply conquering the globe through violence (my favorite). There's just nothing as satisfying as wiping out a third-world country with nukes and stealth bombers while they helplessly try to defend themselves with World War II-era tanks and planes.

Activision managed to conquer one of the most difficult challenges of adapting the game—making it work intuitively with the control pad—but failed in a couple others. Civ II's graphics are rather bland and should have taken more advantage of the PlayStation hardware. That's not too big of a problem, given the genre, but my main complaint is that there is no multiplayer mode. It would have been difficult to implement, but perhaps a "hot seat" approach could have worked.

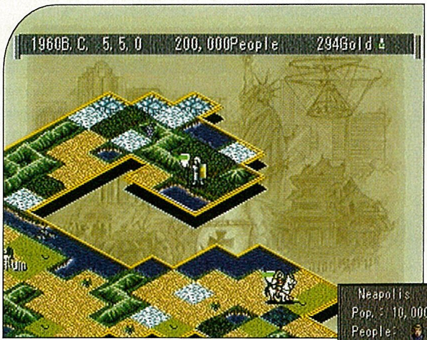
Even with these problems, Civilization II is an excellent game—definitely a strategy player's wet dream.

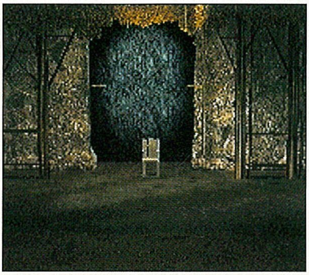
—Kraig Kujawa

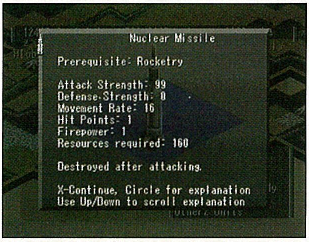


Military: Build more units!
Trade: There are more important matters (like building marketplaces).

If you're not sure what you should do, consult your council to give you advice (often conflicting) on what to do next (above). If you do well, your people will pay tribute by upgrading your throne room. Looks like this empire isn't doing so well (left).







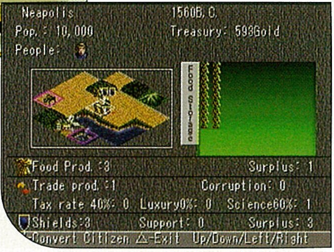
Nuclear Missile

Prerequisite: Rocketry

Attack Strength: 99
Defense Strength: 0
Movement Rate: 16
Hit Points: 1
Firepower: 1
Resources required: 160

Destroyed after attacking.

X-Continue, Circle for explanation
Use Up/Down to scroll explanation



Neapolis 1560B.C.
Pop.: 10,000 Treasury: 593Gold
People:
Food Prod.:3 Surplus: 1
Trade prod.:1 Corruption: 0
Tax rate 40%: 0 Luxury0%: 0 Science60%: 1
Shields:3 Support: 0 Surplus: 3

City management allows you to micromanage your empire, but doesn't mire the game in a sea of useless and boring details (above).

Box Score

Pros

- Excellent depth
- Addicting
- One of the best strategy games ever

Cons

- No multiplayer
- AI can take a while to think once the game wears on
- Bland graphics

"Obviously, it's an incredibly in-depth game, but the beauty of it is that it's only as complicated as you wish to make it."

Official U.S. PlayStation Magazine

Rating

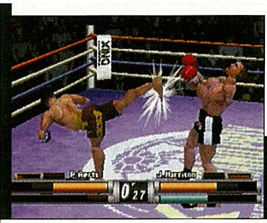
Developer	Xing
Publisher	Jaleco
Genre	Fighting

no cover available

1~8 Players

Memory Card 1 block

K-1 Revenge



Fighting action for real men

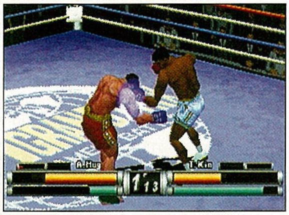
The original K-1 was a below-average fighter that had the potential to be so much more. Aside from Bushido Blade, it was the only other fighter to stress realistic aspects of combat, like one-hit takedowns, over slick moves. I mean, who wouldn't go down after a hard kick to the head?

I'm pleased to say that K-1 Revenge improves most of the sore points of the original (which isn't a difficult feat). The graphics are much better with beefier character builds and closer fighter likenesses, but still look dated compared with what's currently available.

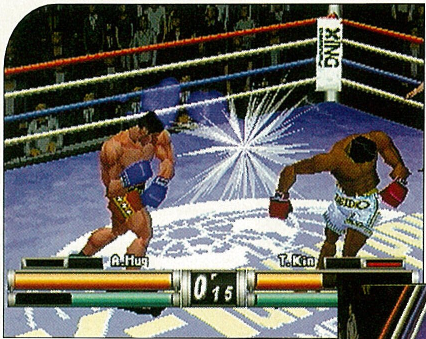
The biggest difference in this follow-up are the amount of moves available for each fighter and their effectiveness. More time has been spent reproducing the strengths of the actual fighter, rewarding fans "in the know." One of the strongest fighters, Ernesto Hoost, is most effective when you concentrate on his Punch attacks, whereas relying on his feet will net you a quick defeat. There are now 17 fighters in total, with four of those selectable only after going through the game first. The enemy artificial intelligence is also much better, meaning you might need to spend some quality time in the Practice Mode. This sounds like common sense, but it's an absolute necessity. Each character has a wide array of attack combinations that are quite different from each other. There's a very cool option in the Practice Mode that lets you go through each and every one of the fighter's arsenals. The setup is very similar to the Training Mode in Rival Schools and Street Fighter EX—the game makes you complete a set of moves before moving on to the next. Another nice option is the ability to have eight players compete against each other in the Tournament Mode.

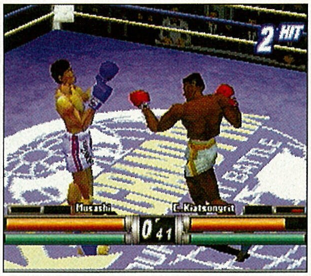
Fighting fans looking for something unique as well as followers of K-1 will probably dig K-1 Revenge. But if you're just looking for a great fighter instead of an interesting novelty, you should pass up this game or at most consider renting it just for kicks.

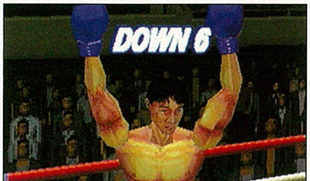
—Wataru Maruyama

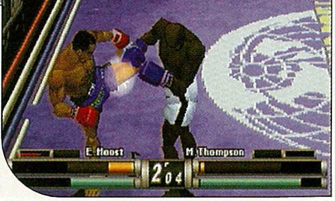


Most of the fighting moves have been kept in accordance with what actually happens in a real K-l match. That means no Dragon Punches or flying Whirlwind Kicks. The colored Soul Blade-like light trails are about the only liberties Xing took with the action.









Talk about a contact sport. Aside from the boxing gloves, these guys wear no other padding. I assume they at least wear cups or some type of coverage for da family jewels. At least I hope so.

Box Score

Pros

- Tough enemy AI
- Fairly realistic
- Playing as your favorite K-1 fighters

Cons

- Dated graphics
- Stiff character animation
- Bad frame-rate

"Fighting fans looking for something unique as well as followers of K-l will dig Revenge. Everyone else should pass."

Official U.S. PlayStation Magazine

● ● ◐ ○ ○

Rating

PlayStation
Irritating Stick

1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer Sauras
Publisher Jaleco
Genre Misc.

Irritating Stick

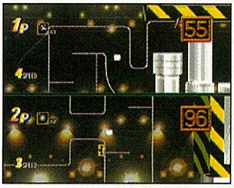
A decent novelty game, but nothing more

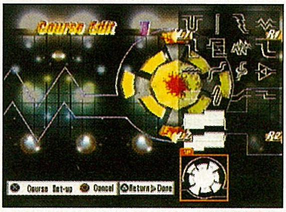
Irritating Stick may not be the most creative title, but it sums up this game incredibly well in just two words. The idea is to guide a stick through a maze and various obstacles before time runs out; the irritating part is that if you touch the sides of the path, you lose (and if you are using a Dual Shock you get a nice big jolt as well). It's basically like the old steady-hands game Operation, only expanded to ridiculous lengths.

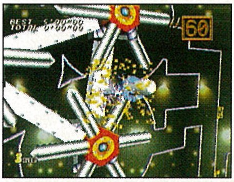
Although the basic game is limited and only mildly entertaining, what makes Irritating Stick worthwhile as a novelty rental or purchase are its multiplayer aspects. Players can challenge one another in a split-screen two-player match, with the loser spinning a wheel to determine his punishment. The game comes with default penalties such as "three slaps on the wrist" or "impersonate a star," but the best part is the option to enter in your own (as senior copy editor Gary Steinman learned when he lost and had to make out with an inflatable pickle-man).

As a single-player game there just isn't enough to Irritating Stick to last very long, but when friends come over you could end up whippin' it out more often than you'd think.

—Mark MacDonald




Course Edit
Course Set-up
Cancel
Return▷Done



You can create your own irritating courses (above) and try them out alone (left) or with a friend (top left).

Box Score

Pros
- Good multiplayer/group game
- Can become addictive
- Simple, brainless fun
- Cheaper price

Cons
- Bare-minimum graphics and sound
- Extremely simple gameplay
- Irritating

● ● ● ○ ○

OPM Rating

PlayStation
freestyle '99 boardin'
CAPCOM

1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer TV Tokyo
Publisher Capcom
Genre Sports

Freestyle Boardin' '99

Just plain forgettable

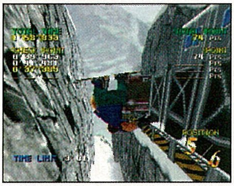
Having a glut of a particular type of game flood the market isn't necessarily a bad thing—especially in the case of a relatively new genre like snowboarding. In a sense it legitimizes the genre, giving developers the opportunity to take a few chances as well as letting them consider the response to previous titles. Unfortunately, Freestyle Boardin' '99 utterly fails to capitalize on these opportunities, and the result is a wholly mediocre title.

A forgettable collection of fictional boarders race on a moderate number of forgettable tracks to the sounds of utterly forgettable music (and an announcer I wish I could forget—or at least turn off!) performing a fairly standard repertoire of tricks in fairly standard competitions.

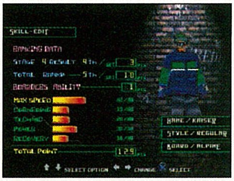
The only truly outstanding element of FB99 is the Championship Mode, which allows players to upgrade their boarders using points awarded for placing high in the standings. This at least merits the game a rental. Other than that, FB99 is remarkable only in that it includes problems for which earlier titles have already been raked over the coals: Invisible walls, clunky and random controls, limited tricks and short tracks should be a thing of the past. Yawn.

—Joe Rybicki

TOTAL TIME
CHECK POINT
POSITION
3/6
TIME LIMIT 4'47


TOTAL TIME
CHECK POINT
POSITION
5/6
TIME LIMIT

By far the most interesting thing Freestyle Boardin' has going for it is the ability to upgrade your favorite boarders (right).


SKILL-EDIT
RANKING DATA
STAGE
TOTAL
BOARDERS ABILITY
MAX SPEED
TOTAL POINT
129
STYLE / REGULAR
BOARD / ALPINE
SELECT OPTION
CHANGE
SELECT

TOTAL TIME
CHECK POINT
POSITION
4/6
TIME LIMIT 4'23

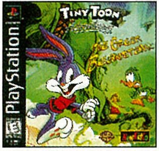
Box Score

Pros
- Building up characters adds lots of replay
- Some shortcuts and the like
- Fair collection of tracks

Cons
- Invisible walls!
- Clunky controls
- Boring overall

● ● ◐ ○ ○

OPM Rating



1 Player

Memory Card 2 blocks

Analog Control Compatible

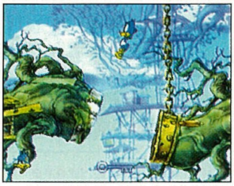
Developer	TGI Studios
Publisher	New Kid Co.
Genre	Action

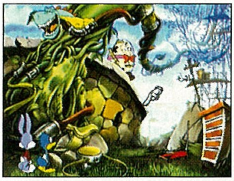
Tiny Toons: The Great Beanstalk

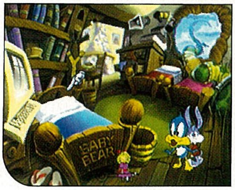
A quality game, but for children only

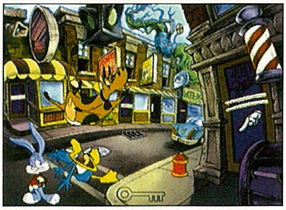
There have been quite a few lame kid games recently, but here's an exception. Tiny Toons: TGB puts you in control of Plucky Duck as he and Buster Bunny make their way up a giant beanstalk, searching for pieces of a key to the giant's castle at the top. TT:TGB is basically two separate games—a simple 2D platformer and a point-and-click adventure—rolled into one.

The only question you really need ask about a game like this is, Will kids like it? The answer is yes. For kids, Tiny Toons is fun just to look at—colorful, with lots of cartoon animations and plenty of room to explore. There's also a huge amount of real speech in the game, all done by the same actors who do the TV show, and you can be sure youngsters will be happy to listen to it over and over and over and over again (much to the joy of their parents). As far as value for your dollar goes, it should be quite a while before anyone gets tired of Tiny Toons and wants a new game—there are two difficulty levels and the locations of the key pieces change each time you start. I want to restate, however, that this game is *strictly* for kids and is rated as such. Buy it for your nephew or daughter, but if you're old enough to read this, Tiny Toons is not for you. *—Mark MacDonald*









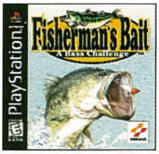
Uh oh, better "moo"-ve out of the way, Plucky! Hehahohaha! Heha...heh...ohhh mercy.

Box Score

Pros	Cons
• Good animation • Lots of voices • Plenty of replay potential • Fun for kids	• Fun for kids, and only kids • Platform parts may be too hard for some

● ● ● ● ○

OPM Rating



1 or 2 Players

Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

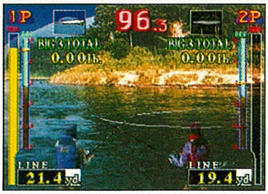
Developer	KCEO
Publisher	Konami
Genre	Sports

Fisherman's Bait

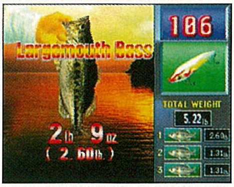
A fun fishing game? Who knew?

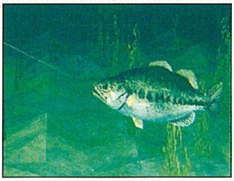
Let's get something clear right off the bat: Some people aren't going to enjoy a fishing game no matter what, and Fisherman's Bait won't change that. Having said that, if you *are* into fishing (which I am not), or even open to an interesting and original game that happens to center around fishing (which I am), Konami's new angler is worth checking out.

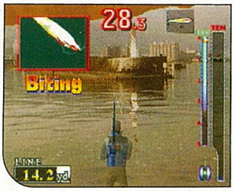
You can tell that Fisherman's Bait was originally an arcade game; there are some light simulation aspects, such as choosing your lake, lure type and lure color, but the emphasis is clearly on the imaginative controls and gameplay. With a Dual Shock controller (almost necessary for this game), working the right analog stick in a clockwise motion reels the fish in, with the other stick moving your rod and shoulder buttons for giving the line some slack. The feeling of having a fish on your line in FB is surprisingly exciting—you have to pull and tug while reeling in your line, being careful not to snap it, all the while feeling the tug of your catch via Dual Shock vibrations. Add in eight difficulty levels, a great two-player game and a decent Tournament Mode, and you have a fun rental for casual fans or a great game for the hardcore fishing enthusiast. *—Mark MacDonald*



You wouldn't expect a two-player mode to matter much in a fishing game, but it's one of the best parts of Fisherman's Bait.







Box Score

Pros	Cons
• Great controls • Two-player mode works well • Good graphics (for a fishing game)	• Lame announcer's voice • Novelty wears thin after a while • Definitely not for everyone

● ● ● ◐ ○

OPM Rating

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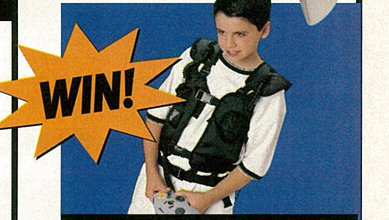

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Review Recap

The final word—official and unbiased

WCW/nWo Thunder

A roundup of the most notable games of recent months

Activision Classics

We know it sounds like a great idea, but like many other retro-nostalgia compilations, Activision Classics simply reveals that the old games just weren't that great. It's worth a rental for the nostalgia trip, but that's about it.

OPM Rating ●●○○○

Brave Fencer Musashi

Square ventures out of the cozy turn-based confines of the traditional RPG and ends up with a fine action/RPG, with the emphasis on action. Young Musashi has at his command a wide range of moves that he learns by defeating his enemies. The game can feel a bit linear at points, but the good graphics, excellent control, and variety of action, puzzles and minigames make Brave Fencer well worth a look.

OPM Rating ●●●●○

Colony Wars: Vengeance

In seeking to improve on their phenomenal game of space combat, Psygnosis added an entire armada of new ships, lots of new weapons, and even land-based missions complete with giant mechanized robot spidery things. Unfortunately, they turned up the difficulty a notch or three, and the results are frustrating. For patient gamers only.

OPM Rating ●●●◐○

Contender

In contrast to Knockout Kings' statistic-heavy simulation, Contender is a genuinely fun boxing game that takes cues from classics like Punch-Out!! and Ring King. Sure, the baloony characters may look a bit goofy, but no one ever said boxers are supposed to be attractive.

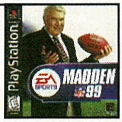
OPM Rating ●●●●○

Crash Bandicoot: WARPED

The third time's the charm for Naughty Dog's immensely popular marsupial. The latest game includes some much-needed variety in the form of widely different areas and gameplay mechanics, as well as graphics that are simply without peer.

OPM Rating ●●●●●

Madden NFL 99



Simply the deepest, most realistic NFL football game on the PlayStation. No, it may not have the graphical punch of its major competitor, but it's got the stuff where it counts. This excellent pigskin simulation is the ideal choice for the die-hard football fan.

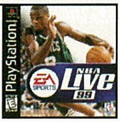
OPM Rating ●●●●◐

Metal Gear Solid

Some have said that this game doesn't live up to its prerelease hype because it's just too short. We say the game is so packed with extras, secrets and "holy-crap-that's-cool" innovations that the 10 to 15 hour completion time doesn't hurt it enough to matter. The story is wonderfully engrossing, the graphical style topnotch, and the voice-overs are the best yet. It was our Game of the Year for a reason. You need to own this true classic.

OPM Rating ●●●●●

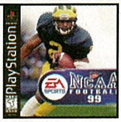
NBA Live 99



EA's newest installment in the Live series sports AI improved from the previous version, loads of options and features, and improved graphics that actually show the players' emotions through an almost creepy use of facial expressions. The frame-rate could use some work, though, and because of the prolonged NBA lockout, the rosters are woefully out of date. Still, it's one of the best b-ball games yet.

OPM Rating ●●●●○

NCAA Football 99



A development team all its own has made NCAA 99 one hell of a college football game. Excellently challenging AI, loads of options and great polygonal graphics make this one a winner on all counts. And although the frame-rate could use a boost, EA's 32-bit football games have always been about realism over action. Nice job!

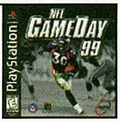
OPM Rating ●●●●◐

NFL Blitz

"Oh, that HAD to hurt!" To everyone's surprise, the console version actually more than does justice to Midway's arcade hit. Throw in Dual Shock support and Tournament and Season Modes and you've got one excellent port on your hands. Fast, addictive, brutal and just plain fun.

OPM Rating ●●●●●

NFL GameDay 99



Still fighting head to head with Madden, GameDay takes the looser, more arcade-like route to gridiron glory. Crisper graphics, more detailed polygonal models and more thorough player animations are just the visual updates; the AI has been tweaked as

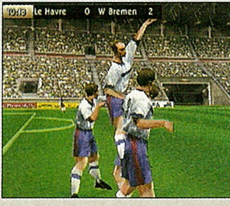
recap pick of the month

FIFA 99

It's amazing what a difference a year can make. This time around, EA is finally able to get their act together and put together their best soccer game ever, FIFA 99. All the things that have consistently marred previous FIFA games, such as shoddy frame-rates and sluggish control, have been fixed in FIFA 99. And it's been done without any sacrifices in aesthetic quality or gameplay.

While soccer can occasionally feel like a slow and methodical sport, it never seems that way when playing FIFA 99 (well, except during the outrageous load times). The intensity and speed of the gameplay is just right, and there's plenty of moves and jukes that add some razzle-dazzle to the on-field action. The other strengths of this game lie in its in-depth features, extensive licenses and, best of all, its multiplayer modes. This is now the soccer game to beat.

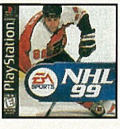
OPM Rating ●●●●◐



well, albeit not as much as one would hope. Still one of the best football games available.

OPM Rating ●●●●○

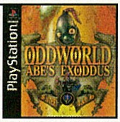
NHL 99



In an unfortunate example of why you shouldn't try to fix something that ain't broken, EA made some changes to their stunning NHL 98 engine and ended up with a slower, choppier game than last year's version. The inclusion of some new coaching strategies, a shot power meter and the Coaching Drill Mode almost compensates for its flaws—but not quite; last year's is still better.

OPM Rating ●●●●◐

Oddworld: Abe's Exoddus



The loveable Abe returns in what amounts to little more than a collection of new levels to add to the excellent Abe's Oddysee. Further variety in environments helps differentiate between the games, however, as does the ability to possess more creatures, the increased GameSpeak vocabulary and the vector of Mudokon emotions. The much-needed Quiksave eliminates the pesky checkpoints of the previous game. An all-around topnotch title.

OPM Rating ●●●●◐

Rogue Trip

SingleTrac proves that they can do vehicle combat even without the SCEA-owned Twisted Metal license. Fast action, good controls and a new gameplay element in the form of the Tourist make up for some unimaginative level design and lots of graphical gaffes.

OPM Rating ●●●◐○

Rugrats: Search for Reptar

This is a kid game truly designed for no one but kids. The little tykes will enjoy the familiar characters, colorful environments and simple game objectives. They're most likely to enjoy the "Activities" like Mini-Golf and Egg Hunt more than the "real" game, though, due to the touchy controls.

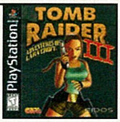
OPM Rating ●●●◐○

Spyro the Dragon

He's cute, he's cuddly and he breathes fire. He's Spyro the Dragon, featured in this innovative platformer with a star-studded cast. Restrained level design makes the sheer size of the game even more impressive, and yet it's not too much of a challenge for the beginner. First-rate!

OPM Rating ●●●●○

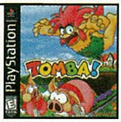
Tomb Raider III



It's frustrating that two full years after the original title this game still looks and plays fundamentally the same. What was revolutionary back then is getting a bit tired. Still, this episode features the most realistic levels yet, most notably the city levels (light years ahead of the Venice levels of the previous game). But the controls are irritating, the levels are *very* unbalanced, and the game is loaded with bugs. Patience will pay off with this one, and you'll need a lot of it.

OPM Rating ●●●◐○

Tomba!



The platform veterans at Whoopee Camp have come up with an entertaining, and surprisingly deep, platform-based adventure that in some places could even be called an RPG. More than 130 mini-quests are carried out in a huge, colorful, polygonal world populated with dozens of wacky characters. Whimsical fun for the whole family.

OPM Rating ●●●●○

Twisted Metal III

Without SingleTrac at the helm of this beloved franchise, the game is far less imaginative than the previous versions. If you can't stand being without the familiar characters, this is for you. Otherwise, V8 and Rogue Trip are much more entertaining.

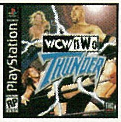
OPM Rating ●●◐○○

Vigilante 8

This game of vehicular combat takes the formula set forth by Twisted Metal and runs with it. Gigantic, realistic environments are the arenas, funky '70s characters are your enemies, and your vehicles range from a school bus to a (hidden) alien spacecraft. The powerful engine even allows huge craters to be blown in the ground. It's a blast!

OPM Rating ●●●●○

WCW/nWo Thunder



This is the unfortunate result of all the faction-and-alliance melodrama that's made wrestling so popular of late. Thunder includes lots of treats for the die-hard fan, but fails to deliver anything resembling fun. Bad AI, horrible controls and a useless camera make this one for avid fans only.

OPM Rating ●○○○○

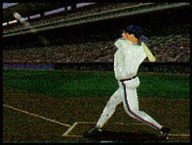
Xenogears

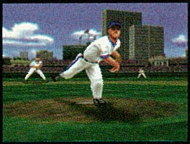
Square proves they still got it with an immense RPG with an entirely unique engine and loads of other innovations. A great story, a necessity for any good RPG, is complemented by great graphics. A worthwhile experience for any RPG-er!

OPM Rating ●●●●○

Ratings at a Glance

Ace Combat 2	●●●●●
AGH: Atari Coll. 2	●●◐○○
Batman & Robin	●○○○○
Blasto	●●●◐○
Breath of Fire III	●●●◐○
C: Contra Adventure	●◐○○○
Castlevania: SotN	●●●●●
Colony Wars	●●●●●
Crash Bandicoot 2	●●●●○
Dead or Alive	●●●●◐
Final Fantasy VII	●●●●●
Forsaken	●●●●○
G.Darius	●●●●○
Gex: Enter the Gecko	●●●◐○
Gran Turismo	●●●●●
Heart of Darkness	●●●●○
Hot Shots Golf	●●●●○
Judge Dredd	●◐○○○
Kartia	●●●●○
The Lost World: JP	●○○○○
Micro Machines	●●●●●
MLB 99	●●●●○
Mortal Kombat 4	●●●◐○
NBA Shoot Out 98	●●●◐○
Need For Speed III	●●●●○
NFL Xtreme	●●○○○
One	●●●●○
OW: Abe's Oddysee	●●●●○
Parasite Eve	●●●●○
Pitfall 3D	●●○○○
Point Blank	●●●◐○
Resident Evil 2 (DS)	●●●●●
Road Rash 3D	●●●○○
SaGa Frontier	●●●◐○
San Francisco Rush	●●●○○
Soul Blade	●●●●◐
Tales of Destiny	●●●●○
Tekken 3	●●●●●
Test Drive 4	●●●◐○
Tomb Raider	●●●●○
Tomb Raider II	●●●●◐
Triple Play 99	●●◐○○

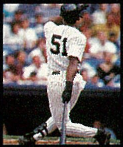
"So Skip[1] picks  up this Jaker[2]

us he's a pebble picker[5] with a 

all over him. But in the first

drills a cushion shot[10] for a

for a tweener.[13] Last AB,[14] he faces their

radio ball[16]  to a gopher![17]

gives it the one flap down.[19] The

Don't pull a Merkle[21] Hit our website:

www.highheat.com

RATING PENDING

RP

CONTENT RATED BY ESRB

PlayStation

PLAYERS CHOICE

PC CD-ROM

(1) short for Skipper - the manager. (2) a player who fakes illness or injury to avoid playing. (3) New York. (4) the ball club's advance scouts. (5) an error-prone infielder - always groping for an excuse - "a pebble made the ball go through my legs." (6) an injured throwing arm. (7) bench jockeys - noted for a steady flow of insults. (8) inning. (9) wild young pitcher. (10) line drive off the outfield wall. (11) a base hit. (12) a sharp low hit. (13) a ball hit between players - usually in the gaps between outfielders. (14) at bat. (15) best pitcher on the staff. (16) a fastball that you can hear but can't see. (17) home run ball. (18) a solid bat with black wood. (19) home run trot with one arm stiff at the side. (20) an infallible player. (21) a bone head play.

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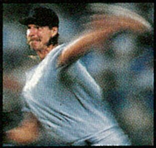
from the Zoo.[3] The Bird Dogs[4] told

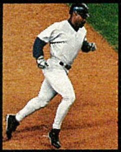
lame soup bone,[6] right? The barbers[7] are

stanza[8] he faces some Lowdermilk,[9] and

bingle.[11] Then he hits a blue dart[12]

 meal ticket[15] and transforms a

He drops Black Betsy[18] and

dude's a legit  Bill Klem!"[20]

(Sure you can talk the talk, but can you walk the walk?)

HIGH HEAT Baseball™ 2000

"If you love baseball...this is the only game in town." - *GamerzEdge*

3DO™

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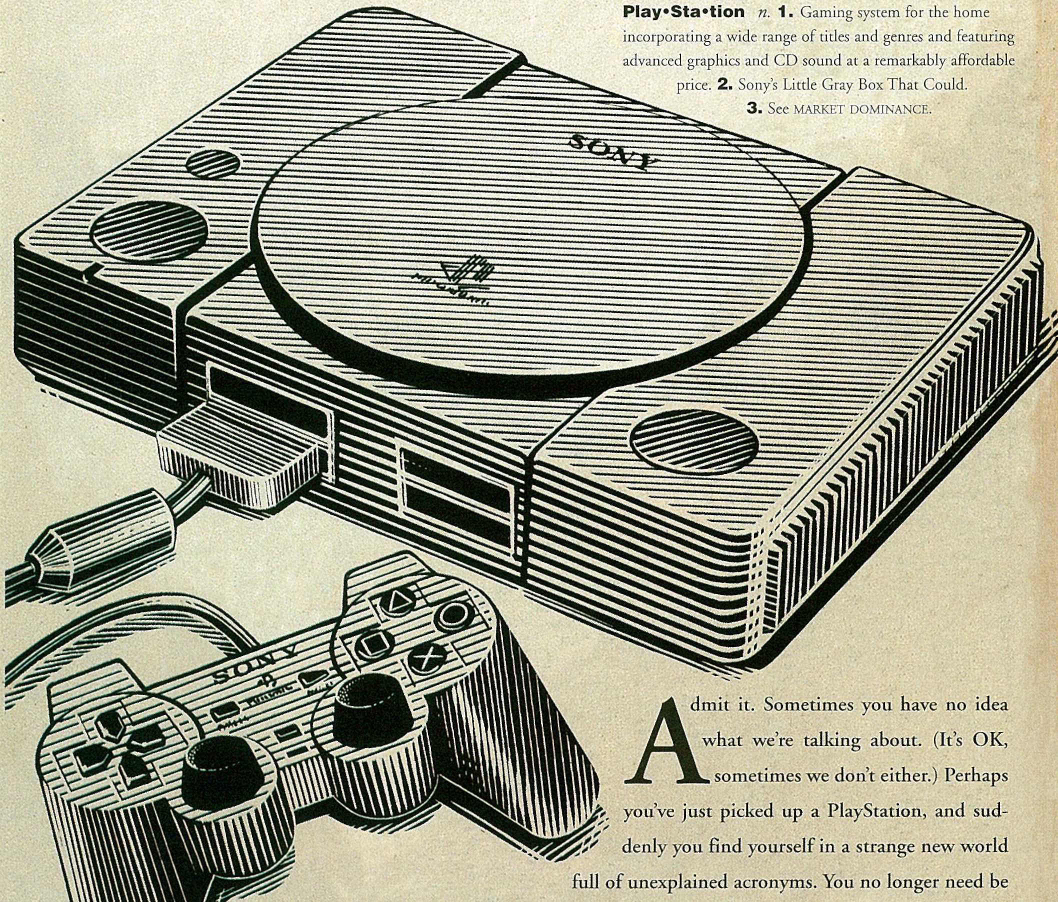
PlayStation
Unabridged Dictionary

Play•Sta•tion *n.* **1.** Gaming system for the home incorporating a wide range of titles and genres and featuring advanced graphics and CD sound at a remarkably affordable price. **2.** Sony's Little Gray Box That Could. **3.** See MARKET DOMINANCE.



Admit it. Sometimes you have no idea what we're talking about. (It's OK, sometimes we don't either.) Perhaps you've just picked up a PlayStation, and suddenly you find yourself in a strange new world full of unexplained acronyms. You no longer need be ashamed! For we, your faithful servants, have assembled this compendium of PlayStation knowledge. What follows is a collection of every imaginable term over which you may have scratched your head—diagrammed, cross-referenced and entirely unabridged.

2D *abbr.* Two-dimensional. A game where the player interacts with objects in a world with only length and width. Until the dawn of the PlayStation, most games would be considered 2D games, where the character and his or her enemies would interact on a single plane. 2D games often incorporate scrolling, where the screen slides in accordance with the movements of your character.

2.5D *abbr.* Two-and-a-half-dimensional. Usually refers to a 2D game that has 3D backgrounds. An example would be Klonoa, where the main character is controlled in a traditional manner (interacting with objects in two dimensions) but the backgrounds twist and turn around the character, lending an illusion of depth.

3D *abbr.* Three-dimensional. Characterized by the player's ability to interact with objects in a world with length, width and depth. Typically, a 3D game uses polygons to draw its graphics. Compare a strictly 2D game like Street Fighter with a 3D game like Tekken 3 or Ehrgeiz.

16-bit *adj.* **1.** Of or pertaining to the Super Nintendo Entertainment System, the Sega Genesis or other console systems released near the start of the '90s. **2.** *pejorative.* Dated or showing age.

32-bit *adj.* Of or pertaining to the Sony PlayStation, or other "next generation" console systems released in the mid-'90s.

ac•tion game *n.* Game genre that tends to focus on any or all of the following: shooting, explosions, frantic running, quick reflexes and, well, action. By far the largest video game genre.

ad•ven•ture game *n.* Game genre close to the action category, but with more emphasis on story line and puzzle-solving over quick reflexes. E.g.: Resident Evil, Metal Gear Solid.

al•pha *adj.* The stage in the development of a game where most features are implemented and initial testing (usually in-house) begins. This is the stage before beta testing. See also **beta**.

an•a•log *adj.* Characteristic of game control whereby more pressure on the controller translates to greater on-screen movement (e.g., Dual Shock or neGcon). Contrast to digital control, where you can press as hard as you want, but you will still move the same amount.

be•ta *adj.* The stage in the development of a game where the game is released to external testers so that bugs can be tracked down and removed. This is typically the last step before releasing the game to duplication (often called "going gold," after the gold CD-Recordable master disc that is sent to the CD pressing plant). See also **alpha**.

bit *n.* The smallest unit of binary information, translated as either a one or a zero (or, alternately, as "on" or "off"). In most cases, the more bits a CPU can process at once, the more powerful the machine. See also **16-bit, 32-bit, bitpath**.

bit•path *n.* The size of the "pipe" a processor uses to transfer data. Affects, but does not dictate, system performance, since performance also depends on pure processor speed. In other words, the "pipe" can be as big as you want, but if the "pump" isn't up to speed you won't notice much of a performance boost. All of which sounds much naughtier than it is—unfortunately.

boss *n.* Large and/or unique enemy that is usually more powerful and harder to kill than the average (see p. 6). Because most bosses appear at the end of levels, those who don't are often called "mini-bosses," regardless of their size.

build *n.* A version of a game, no matter how complete. A typical game will go through hundreds of builds before completion.

byte *n.* A complete "word" of digital information, eight bits long. Computer storage space and memory are measured in bytes—unless the speaker wishes to inflate the apparent size of the program in question. See also **cartridge, CD**.

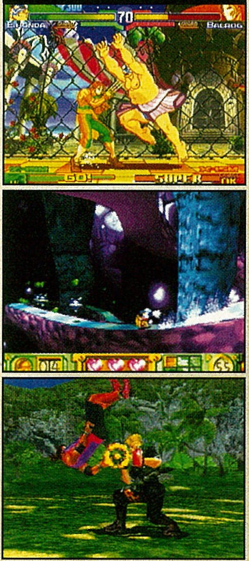
car•tridge *n.* Archaic method of storing information in which storage space is severely limited by cost and technology. For some reason, game publishers refer to cartridge storage space in terms of bits rather than bytes. To date, the largest cartridge for the most popular of the recent systems is 256 megabits—or 32 megabytes (MB).

CD *abbr.* Compact disc. A technology whereby digital information is stored on small plastic discs that are read by a laser. Originally used for music and later adapted for mass storage, a standard CD can hold 640 MB of uncompressed data.

ci•ne•ma *n.* A noninteractive segment of a game generally used to present or advance the story. These usually take the form of full-motion video or animation, but cinemas that use the actual game engine are growing more popular. See also **FMA, FMV, real-time**.

col•li•sion de•tec•tion *n.* The means by which the game determines if two objects have run into each other. This sounds trivial but can be quite complicated, depending on the game, because you also have to decide what to do once you've decided that two objects have collided! Without collision detection, there would be no real distinction between different objects within a game, which sounds very transcendent and lovely but would mainly turn out to be a pain in the ass.

dimensions



2D (top): Street Fighter Alpha 3
2.5D (middle): Klonoa
3D (bottom): Tekken 3

con•sole *n.* A dedicated gaming system (the PlayStation is one), as opposed to a PC equipped to play games. Usually, consoles are meant to be hooked up to a television.

con•trol•ler *n.* Peripheral used, oddly enough, to control your games. Current PlayStations are packaged with the Dual Shock controller. See also **Dual Shock,** fig. 1.

con•ver•sion *n.* A game originally created for another platform (PC, arcade) that is "converted" into a PlayStation game. The opposite happens quite often, as well. E.g.: Command and Conquer, Tekken 3. See **platform**.

CPU *abbr.* Central processing unit. The brains of any game system or computer. In the case of the PlayStation, the CPU is a custom MIPS R3000, a CPU that was used on high-end workstations just a few years ago.

cut-scene *n.* see **cinema**.

D-pad *abbr.* Directional pad. Segment of a PlayStation controller that controls movement digitally. See also **digital**.

de•vel•op•er *n.* The company that designs and programs the games you play. Contrast this to the publisher's role (or, some might say, lack of one). See also **publisher**.

dig•i•tal *n.* Characteristic of game control whereby the buttons respond by either being on or off; no matter how hard you smack the buttons or press the pad, you will move the same amount. (If your abusive friend is thrashing your digital controller, you may want to remind him of this fact. Or not, depending on how big he is.) Contrast to analog control, which is pressure-sensitive, and allows finer control. See also **analog**.

draw-in *n.* The effect of distant objects coming into view with awkward suddenness as they approach the camera. A game console can only draw so many polygons at a time. Obviously, it would be bad to have nearby objects fail to be drawn, so usually the sacrifice is made at the horizon. This effect can be masked by using a technique called "depth cueing"—more commonly known as "fog." This allows objects to fade in rather than abruptly popping up, although the overuse of fog can also be annoying. See also **fog**.

Du•al Shock *n.* **1.** PlayStation controller equipped with two different vibration generators (in addition to two analog sticks and the standard collection of other buttons) for the purpose of force feedback. See also **force feedback,** fig. 1. **2.** The PlayStation model that comes packaged with this controller. One other significant distinction between the Dual Shock PlayStation and previous models is that it includes a sound-activated light show that can be enabled while a music CD is playing.

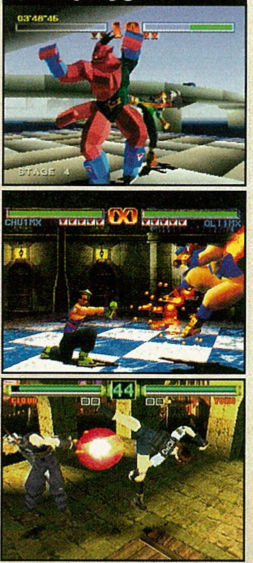
Eas•ter egg *n.* A feature hidden within a game, usually only accessible by entering a code or performing a special maneuver. It is believed that Adventure for the Atari 2600 had the first Easter egg; it allowed users to access the programmers' names, hidden within the game.

en•gine *n.* Generally used to refer to the underlying program of a video game. Games are usually written so that they can be customized easily—the rules for a character's motion, or his or her appearance, can be changed without directly altering the game code itself. Thus many games can use the same engine; throw in new characters, some new art and new levels, and you have yourself a new game.

flat shad•ing *n.* A shading technique where a lighting value is calculated for each polygon face, and the color of that face is altered accordingly. Flat shading tends to accentuate the edges between each polygon; Gouraud shading fixes this problem. See also **Gouraud shading, light-sourcing**.

FMA *abbr.* Full-motion animation. A type of

polygons



Flat shaded (top): Tobal No.1
Gouraud shaded (middle): Tobal 2
Texture-mapped (bottom): Ehrgeiz

con•troll•er (Du•al Shock)

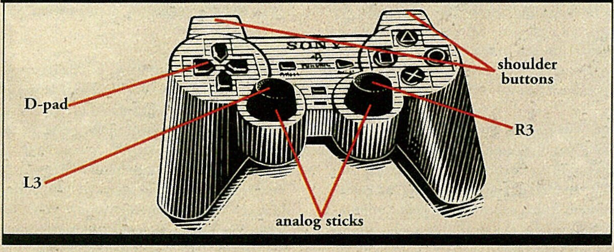


Figure 1

cinema that uses prerendered computer graphics (see TV's *Reboot* for a half-hour of FMA). Sometimes referred to (incorrectly) as FMV. See **cinema, FMV, prerendered**.

FMV *abbr.* Full-motion video. **1.** A type of cinema that uses digitized film generally featuring live actors. **2.** A quick, easy method of consuming large quantities of CD storage space. See also **cinema, CD, FMA**.

fog *n.* **1.** Water vapor condensed near the ground. **2.** God's atmospheric gift to programmers, since it is overly used to hide polygonal pop-up. See also **draw-in**.

force feed•back *n.* Feature of a controller that allows it to shake, buzz or otherwise physically react to in-game events, helping to draw the player deeper into the game.

FPS *abbr.* First-person shooter. Game genre consisting mostly of blasting enemies, viewed from a first-person perspective (that is, players never see the character they control, but instead see everything from their characters' eyes) E.g.: Doom, Quake. See also **third-person perspective**.

fps *abbr.* Frames per second. The number of times a screen is redrawn in one second. Higher numbers make the animation seem smoother to the eye. When this number (the frame-rate) drops, games tend to look choppy or slow. The maximum frame-rate that can be displayed on a television (in America, anyway) is 60 fps. In general, frame-rates above 30 fps look smooth, although 60 fps is noticeably smoother than 30 fps.

frame-rate *n.* See **fps**.

Gou•raud shad•ing *n.* Method of making polygon edges blend out by taking the direction that each corner of a polygon faces relative to a light source and calculating how bright each corner is going to be, then blending the shading values evenly from corner to corner. This technique can be used at the same time as texture-mapping. Contrast this to flat shading, which only gets one brightness value for the entire polygon. See also **flat shading, texture-mapping**.

kid game *n.* **1.** Genre of game that is simplified or educational so that it is more appropriate for a younger audience. **2.** Game of dubious quality or execution that promotes itself as a game for children as an excuse for its shortcomings.

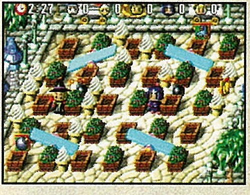
in-house *adj.* Taking place within the confines of a company (generally a development group), as opposed to being contracted to an external party.

i•so•met•ric *adj.* Perspective used by some games in which everything is viewed from above and at a slight angle.

L3 *n.* The little-used button beneath the left-hand analog stick on the Dual Shock controller. This button is activated by pressing down on the stick itself. L3 (and its partner, R3) is generally assigned in default control configurations as an alternate button, as the stick-depressing maneuver can be a bit tricky in certain stick positions. See also **R3**.

LCD *abbr.* Liquid crystal display. Like most calculators and digital watches, the PocketStation features a liquid crystal display, which uses electrical current to make sections of liquid crystal behind the screen darken, forming an image. See also **PocketStation**.

lic•ense *n., v.* Formal permission from an authority to perform specific acts, or the process of obtaining such permission. Licensing has become a necessity in gaming, particularly in sports titles where player, team and league licenses help make the game seem as realistic as possible. *The Official U.S. PlayStation Magazine* is licensed by Sony Computer Entertainment America.



Isometric: Bomberman World

light-sourc•ing *n.* Method of changing the color of a polygon based on its angle relative to a virtual light source. The PlayStation has hardware support for light-sourcing, which allows for interesting effects, especially when the lights are tinted with different colors. See also **flat shading, Gouraud shading**.

lin•e•ar *adj.* Having the characteristic that actions have to be performed in one certain prescribed order to progress in a game. As opposed to non-linear, where the player is given an option regarding what to do next.

MIDI au•di•o *n.* Computer-generated music performed by a sound processor in real time. The individual sounds of an orchestra are loaded into memory, so that each sound can be played as needed by the sound processor to make music. The advantage to this is that you can make soundtracks that unfold as the game situation changes ("dynamic soundtracks"), although MIDI-style music is usually (but not always!) of lower quality than redbook or XA audio, both of which are pre-recorded in a studio. A good example of a game with a MIDI soundtrack is Final Fantasy VII. See also **XA audio, redbook audio**.

mo•tion cap•ture *v.* The technical process of capturing the movements of a physical object, and then re-creating them verbatim on a computer. Usually this involves attaching sensors to key parts of the subject. This process is used most in sports games, but also in character-driven games where lifelike animation is needed. NFL GameDay '99 motion-captures several different NFL football players to animate their on-screen counterparts.

OPM *abbr. The Official U.S. PlayStation Magazine.* You may notice that you're reading it. A unique publication, because the magazine has editorial independence even though it is a Sony-licensed product. That way, you get the best of both worlds. See also **license**.

o•ver-the-shoul•der *adj.* A type of third-person perspective in which the camera tends to follow the main character from behind. The Tomb Raider series uses this perspective. Also known as "chase cam," "butt cam" and "that f---ing camera!" See also **third-person perspective**.

PDA *abbr.* Personal digital assistant. Can refer to almost any tiny electronic gadget that can store data and display it on a screen. In regards to the PlayStation, originally used to describe the PocketStation (i.e., the PlayStation PDA). See also **PocketStation**.

pi•ra•cy *n.* The act of copying and stealing the intellectual property of a company. It costs the game industry billions in lost revenue every year. In the case of the PlayStation, if a consumer purchases a disc that does not have a black backing, it is a pirated—and illegal—game.

plat•form *n.* A specific operating system (including game systems). E.g.: "NFL GameDay '99 was released on two different platforms: the PlayStation and the PC."

plat•form game *n.* Game genre that primarily takes place on a series of islands or "platforms," usually involving jumping and often spunky mascots "with an attitude." E.g.: Punky Skunk

plat•form•er *n.* See **platform game**.

Pock•et•Sta•tion *n.* Tiny portable game system and memory card in one. Composed of a small LCD screen, five buttons, an infrared communications port (for wireless transfer of data with other PocketStations), and a speaker for sound, the PocketStation plugs into the PlayStation via the memory card slot and can "download" minigames or other data (including saved games) from compatible PlayStation games for storage or alteration. Due out in the U.S. sometime in 1999. See also **PDA**, **Fig. 2**.

po•ly•gon *n.* The basic building block of a 3D game. In mathematical terms, a polygon is a shape composed of many sides. Typically, in game development, a polygon refers to a triangle (which can be used with other triangles to form more complex polygons) or a "quad" (short for quadrilateral—a four-sided shape). The more polygons you can draw at a time, the more complex and detailed your graphics are.

pop-up *n.* See **draw-in**.

port *n.* A conversion of a game designed for a different platform. An example of this would be the Capcom 2D fighters, which originally ran on an arcade system called "CPS2," but were completely reprogrammed so that they could be played on the PlayStation. See also **platform**.

pow•er-up *n.* Item in a game that increases the power of a character in some way. These can include larger weapons, new abilities and the like. The Fairy's kiss in Spyro the Dragon is a good example of a power-up (or a turn-on, depending what kind of person you are).

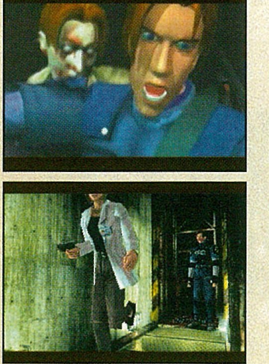
pre•ren•dered *adj.* With graphics, those which are stored on the CD and simply recalled when needed. In contrast to real-time graphics, prerendered graphics are generally more detailed than real-time graphics, although they are limited by the fact that they tend to be less interactive and that they take up more space on the CD. An example of a game that uses prerendered backgrounds (but real-time characters) is Resident Evil.

pub•lish•er *n.* The company that markets and produces a game. Some games are developed and published by the same company ("in-house") while other games are developed by independent companies. See also **developer**.

puz•zle game *n.* **1.** Any game that primarily features challenges to one's puzzle-solving and pattern-recognition skills. (e.g., Devil Dice or Roll Away). **2.** Any game that features columns of brightly colored blocks, blobs or gems, which tend to fall from the sky faster than they can be properly organized (e.g., Tetris, Puzzle Fighter).

R3 *n.* The little-used button beneath the right-hand

prerendered vs. real-time



Resident Evil 2 cinemas, prerendered (top) and real-time (bottom).

Pock•et•Sta•tion

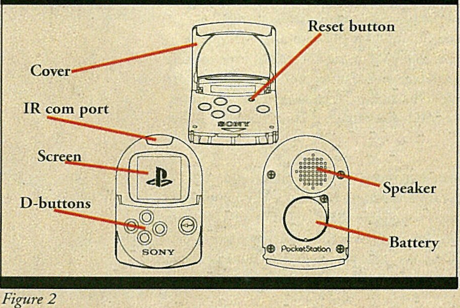


Figure 2

analog stick on the Dual Shock controller. See also **L3**.

real-time *adj.* **1.** With graphics, those which are generated dynamically, depending on the situation. Although they are usually less detailed than prerendered graphics, the fact that the images are far more interactive usually makes up for it. As an example, Konami's Silent Hill uses real-time graphics, as opposed to Resident Evil's prerendered backgrounds. See also **prerendered**. **2.** With cinemas, those in which characters act out scenes using the game engine, as opposed to cutting to a FMV or FMA that looks completely different from the actual game. See also **cinema, FMA, FMV**. **3.** With gameplay, that in which events happen as time passes, with or without the player's interaction. See also **turn-based**.

red•book aud•i•o *n.* **1.** The purest method of storing audio on a CD. In fact, this is the same format used to store audio on standard music CDs (which means that the redbook audio tracks in a PlayStation game can be played using a regular CD player). So named because, oddly enough, the book defining the format is red. See also **MIDI audio, XA audio**.

ret•ro game *n.* A game that repurposes a title that was first made a long enough time ago that nostalgia has had a chance to kick in, ensuring sales even if the game was never that good to begin with. Retro games can take the form of compilations or updates. E.g.: Activision Classics, Tempest X.

rev *abbr.* Revision.

re•vi•sion *n.* See **build**.

RPG *abbr.* Role-playing game. Game genre in which the player attempts to solve a quest by controlling one or more characters who improve (by gaining levels, new items, etc.) through combat and exploration. E.g.: Final Fantasy VII, Beyond the Beyond. RPG sub-categories (often called "slash RPGs" for the slash "/" they contain) are distinguished by the focus of gameplay. Action/RPGs focus on action (E.g.: Brave Fencer Musashi); strategy/RPGs focus on strategy (E.g.: Final Fantasy Tactics); etc.

RTS *abbr.* Real-time strategy. A strategic game in which events happen as time passes, as opposed to turn-based strategy, where the game progresses after the player finishes his or her turn. See **real-time, turn-based**.

shoot•er *n.* Game genre focused entirely on shooting enemies and avoiding bullets or obstacles. As of late, shooters are beginning to make a comeback. E.g.: Einhänder, G.Darius.

slow•down *n.* A condition where the speed or frame-rate of a game slows down, sometimes due to poor programming but often because there's too much happening on the screen at once for the PlayStation hardware to handle.

sprite *n.* A two-dimensional object. 2D games draw all of their graphics using sprites. An example of a sprite-based game is The Heart of Darkness, which used sprites to draw just about everything (the player, his weapons and the enemies).

stream•ing *n.* Technique of reading game data (esp. level data) from a CD as needed, as opposed to loading an entire level at once. The advantage of streaming is that you can create game levels that would not normally fit into the PlayStation's memory by loading only as much of the level as you need to see at any given moment.

tex•ture map•ping *n.* Technique whereby a picture is "wrapped" onto a polygon, creating the illusion of texture and thus adding detail without adding extra polygons. See also **flat shading, Gouraud shading**.

third-per•son per•spec•tive *n.* Point of view in which the player sees his or her character on-screen.

trans•la•tion *n.* **1.** The domestic version of a foreign game. **2.** See **conversion**.

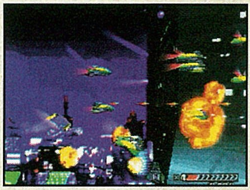
turn-based *adj.* Esp. with combat, having the characteristic whereby opposing sides take turns for their moves, as opposed to simultaneously or whenever they want. See also **real-time**.

twitch game *n.* Test of dexterity requiring nearly superhuman reflexes and timing.

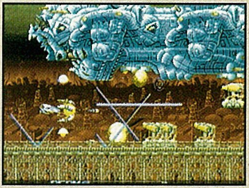
voice-o•ver *n.* Digitally recorded human speech which gives game characters the ability to talk. The quality of video game voice-overs is traditionally horrific, but is steadily improving.

XA aud•i•o *n.* A means of storing compressed audio that is specific to the PlayStation. Although XA audio is of lower quality than redbook audio, much more of it can be stored on a disc, making it an attractive option to developers. Most current games use XA audio for their music tracks. See also **MIDI audio, redbook audio**.

Z-buf•fer *n.* A section of memory that stores the depth (in the 3D world) of each pixel. This is useful because it is wasteful to draw things in the far background if they are going to be covered over by nearby objects. The PlayStation has no hardware support for a Z-buffer, but contrary to original belief, it has been shown that one can be implemented effectively in software.

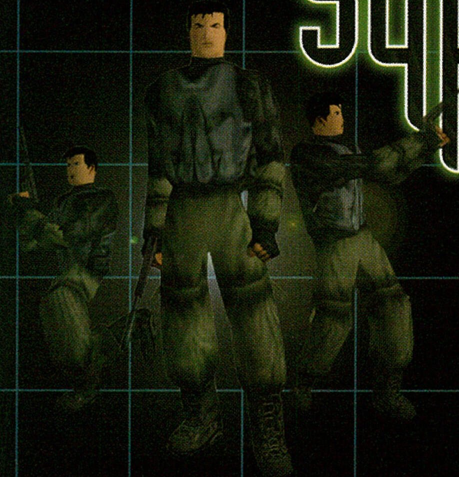


Shooter: Einhänder



Sprites: R-Types. Notice the difference in graphical style with the polygonal Einhänder, at top

Syphon Filter



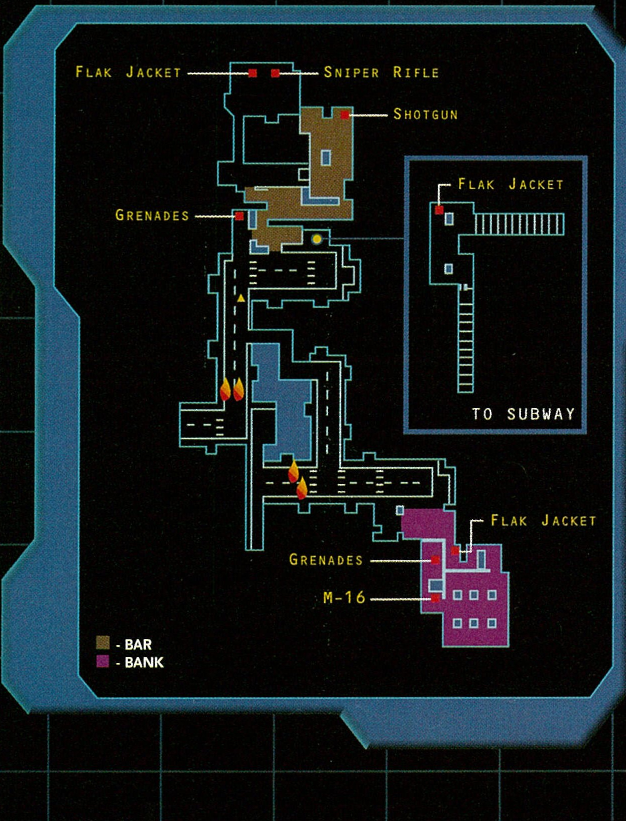
Erich Rhoemer and his group of terrorists are running rampant through the streets of Washington, D.C., preparing to unleash the deadly Syphon Filter virus. Special agent Gabe Logan has been called in to eliminate the threat. The maps will enable you to pinpoint item locations and reach your objectives. The levels have been divided into their major sections, highlighting difficult areas. The world is counting on you, Logan.

MAP KEY

- ▲ - STARTING POINT
- 🟥 - ITEM BOX
- 🟦 - INACCESSIBLE AREAS

*Some maps contain special icons regarding that specific level and have been clearly marked for easy identification.

GEORGIA STREET



MISSION OBJECTIVES

- ELIMINATE KRAVITCH AND DESTROY COMM. ARRAY
- PROTECT CBDC BOMB SQUAD
- TURN OFF POWER TO TERMINAL SECURITY DOORS
- ELIMINATE RHOEMER

1 From the start you will need to aid the CBDC with several waves of terrorists. Once dealt with, enter the bar to find Kravitch. Take out the terrorist in the small room to the right to get his M-16. Kravitch will move around, making it difficult to get in a head shot. Unload the M-16 clip into him and be done with it. Destroy the comm. array and return to the street.

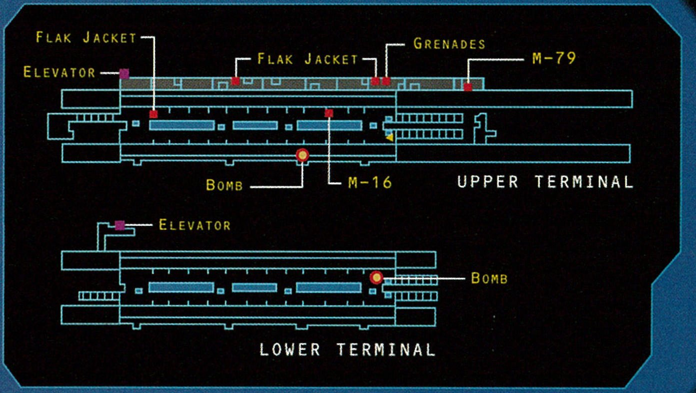
2 Head through the alley to the bank to help out CBDC. Use the Taser to take care of the snipers on the rooftops. Cover the CBDC agents as they disarm the bomb and then return to the street.

3 The rooftops will be crawling with terrorists. Keep your distance and use the Taser to pick them off. Head back to the bar and go through the window into the back alley. Dispose of the terrorists here and grab the Sniper Rifle. Shoot the lock on the fence and enter the elevator. Throw the switch to turn off the power to the terminal security doors and return to the street level. Now head for the subway entrance.

GEORGIA STREET: SUBWAY

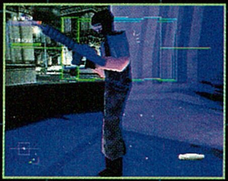
MISSION OBJECTIVES

- TAG THE BOMB IN THE UPPER TERMINAL FOR CBDC
- ELIMINATE RHOEMER

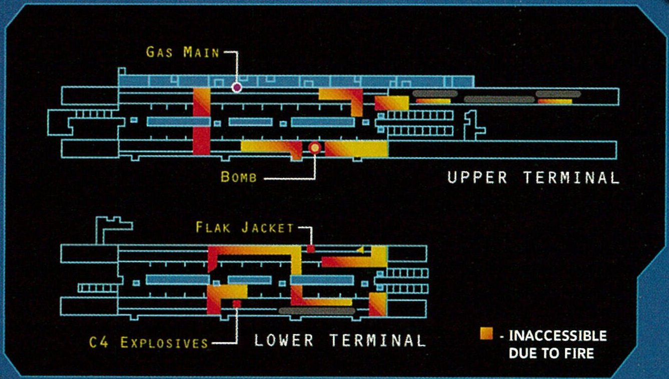

FLAK JACKET
ELEVATOR
FLAK JACKET
GRENADES
M-79
BOMB
M-16
UPPER TERMINAL
ELEVATOR
BOMB
LOWER TERMINAL

1 There will be a sizeable welcome party to greet you upon entering the subway. The bomb is to the left of where you entered this area. Watch out for the passing trains, which will alternate between the two sets of tracks. Once you've tagged the bomb more terrorists will converge on your location. Now head for the elevator leading to the lower terminal.

2 At the far end of the lower terminal is another bomb. Deal with the swarming enemies until you reach the bomb. The terrorist guarding the bomb is equipped with a Flak Jacket and armed with Grenades. Kill him to end the level.



DESTROYED SUBWAY


GAS MAIN
BOMB
UPPER TERMINAL
FLAK JACKET
C4 EXPLOSIVES
LOWER TERMINAL
🟧 - INACCESSIBLE DUE TO FIRE

MISSION OBJECTIVES

- LOCATE EXPLOSIVE CACHE
- BLOW OPEN PASSAGE TO STREET AND PROTECT CBDC
- ELIMINATE RHOEMER

1 After the explosion in the subway, Gabe will need to navigate a maze of burning train cars. You need to find the hidden stash of C4 Explosives to blow open the passage to the street. Follow the path to the subway car and climb on top to bypass the flames. Watch out for the Grenade-tossing terrorist in the next portion of the terminal. Grab the C4 and climb to the upper terminal.

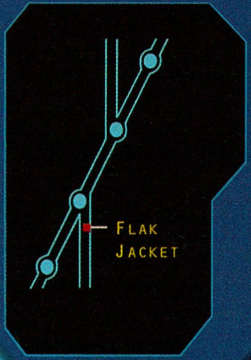
2 Once at the gate, you will be instructed to turn off the gas main. After turning it off, use C4 at the blocked gate, making a hasty retreat to avoid the blast. Protect the CBDC agent who enters while he is disarming the bomb.

3 The explosion from the C4 will open the subway passage to the left. Climb over the subway cars until you reach Rhoemer's sidekick, Mara Aramov.

MAIN SUBWAY LINE

MISSION OBJECTIVES

- ELIMINATE ARAMOV



TACTICAL TIPS

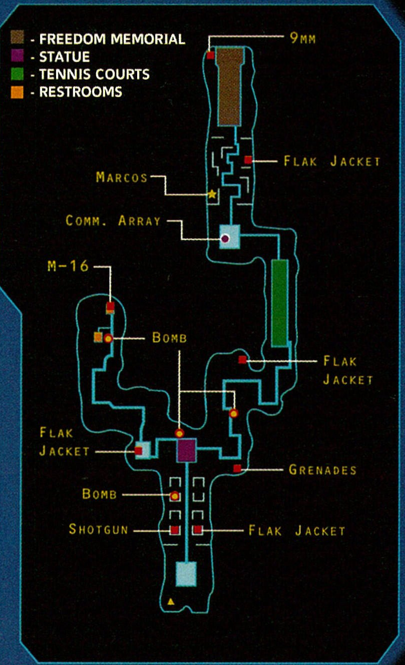
- To conserve ammo, use the Taser. With awesome range, this handy little device is ideal for clearing terrorists off rooftops.

- Keep an eye on what weapon the enemy is using. Switch to the same one so you can replenish your ammunition.

- Head shots. If you shoot enemies in the head, they can't shoot back. Blazing guns take a back seat to carefully popping enemies in the cranium. Sick, yes, but disturbingly satisfying.

1 Mara Aramov will tuck tail and run down the tracks to make her escape. Trains will alternate between the two sets of tracks, with the first one coming from behind you. Avoid them by rolling under the bar dividing the tracks or ducking into the notches in the wall. Follow Aramov, shooting her every chance you get (use the M-16). There will be several sets of terrorists to kill along the way. If you've been shooting her along the way, she should just about be defeated after the fourth set of terrorists.

WASHINGTON PARK



1 Conserve your ammo and use the Taser until you reach the first viral bomb. CBDC will arrive to disarm the bomb and you must give them cover fire.

2 The next bomb is waiting behind the statue just ahead. After disarming it, take the left branch to the restrooms. Stay off the main path and move around slowly. The Nightvision Rifle will allow you to pick off the patrols from a distance while staying out of sight.

3 Return to the statue and continue down the right branch to the last viral bomb. You have no doubt received the message about a hostage situation at the tennis courts, which is your next goal.

4 There are three terrorists on the tennis courts—two patrolling and one holding the hostages. Silenced weapons are a must to complete this objective. Eliminate the front guard and then sneak by the hostages to take out the back guard. Line up a head shot on the terrorist holding the hostages, killing him from behind to save your comrades.

5 Just beyond the tennis courts is the communications array. After using it, head to the hedge maze to kill Marcos, the trigger man.

6 Freedom Memorial is guarded by four heavily armed men. They will attack as you approach the building. Back off and use the ramps for cover to get in some easy sniper shots.

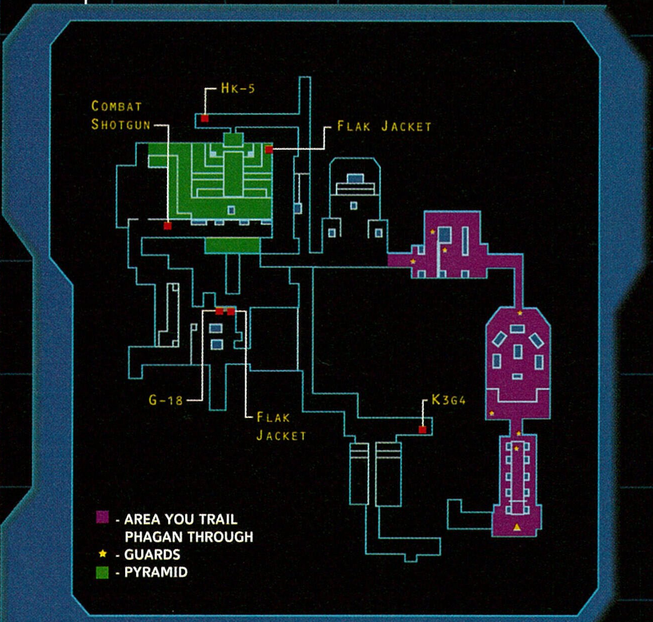
MISSION OBJECTIVES

- LOCATE AND DISARM FOUR VIRAL BOMBS
- RESCUE CBDC HOSTAGES
- ELIMINATE TRIGGER MAN MARCOS
- SECURE TERRORIST COMM. ARRAY
- REACH FREEDOM MEMORIAL

FREEDOM MEMORIAL

1 Don't use any Grenades against Girdeux or the mission will fail. We've formulated the perfect strategy for defeating our hot-blooded French foe: From the start, immediately duck behind the pillar to your right. After Girdeux passes you by, shoot him in the back with the shotgun. Blasting the flammable tank strapped to his back is the only way to harm him. Now strafe in a circle to the left, without stopping, laying down a steady stream of shells as you go. If you stop for a moment, you'll be fricasseed, so stay on the move. A high percentage of your shots will nail the tank using this method, leaving him to burn in his own flames.

EXPO CENTER RECEPTION



MISSION OBJECTIVES

- SHADOW PHAGAN TO SECRET MEETING
- FIND SECURITY CARDKEYS
- CAPTURE PHAGAN ALIVE

1 You will need to use your skill as a sniper to shadow Phagan to his meeting. Head shots are the only way to eliminate the guards. Make sure you have them in your sights before you take the shot or you'll be spotted.

2 Killing Benton can be easy if done right. Toe to toe you are no match for him, so you'll need to hit him in the head. Once he sees you he'll begin to move around. He may come right at you, but most of the time he hides behind a display case. Careful positioning will get you the open shot to take him out. Get the Cardkey and leave the area.

3 Work your way up to the air duct and onto the pyramid. One of those goons has the next Cardkey. The gate control panel is at the top of the pyramid. Slide down to the ground floor and sprint to the gate before it closes.

4 Through the next gate section is the rocket. The Cardkey is on the third level. To reach it, stand on the elevator and shoot the third-floor switch. Head into the next space area to find the gate.

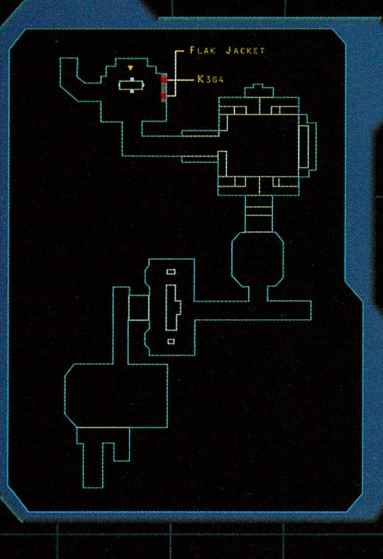
5 The moon landing room is the last area you need to make it through to reach the control room. That K3G4 in the box can tear right through Flak Jackets. After clearing the area, climb onto the lunar module to reach the catwalk and the control room.

EXPO CENTER DINORAMA

1 The control room will be immediately flooded by four guards. Grab the K3G4 from the locker to mow them down. Head out to the area directly over the lobby. Shimmy across the beam and drop through the glass into the lobby below.

2 After having dropped through, snipers will begin firing from above. Once you've dealt with them, climb the wall to find the Cardkey on one of the guards. Now head through the dinosaur exhibit and past the giant squid.

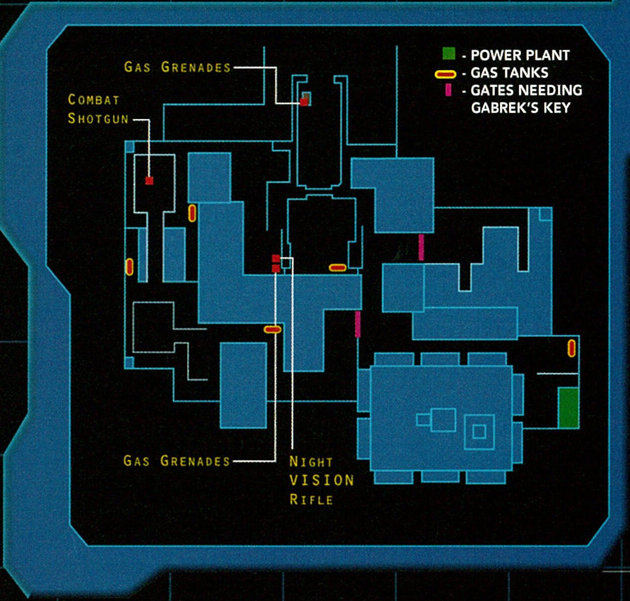
3 Aramov will be pointing a gun at Phagan on the upper level. Shoot the gun out of her hand with the Sniper Rifle. Make sure you do this from the hallway or she'll see you. Climb onto the tail of the T-Rex to reach her and finish the mission.



MISSION OBJECTIVES

- FIND SECURITY CARDKEY
- CAPTURE ARAMOV AND PHAGAN ALIVE

RHOEMER'S BASE


GAS GRENADES
COMBAT SHOTGUN
GAS GRENADES
NIGHT VISION RIFLE
🟩 - POWER PLANT
⬭ - GAS TANKS
▮ - GATES NEEDING GABREK'S KEY

MISSION OBJECTIVES

- PLANT C4 CHARGES AT 5 FUEL TANKS
- DISABLE POWER TO MOTION SENSORS
- ELIMINATE GABREK AND COLLECT CARDKEY
- REACH MISSILE BUNKER

1 The completion of this mission will rely on your stealth. If a guard spots you, the base will be alerted to your presence. Shoot out the spotlights or the alarm will go off when they shine on you.

2 After planting C4 on the first gas tank, you will be instructed to turn off the power to the motion sensors. Head to the power plant to complete this objective.

3 When attempting to reach the remaining gas tanks, you will encounter some guards patrolling in pairs. Use the Gas Grenades to take them out, making sure that it explodes right between them.

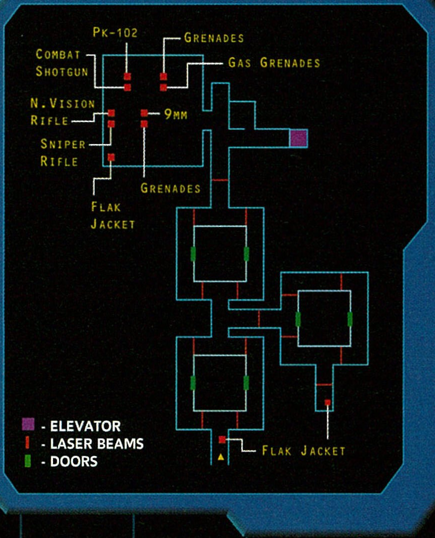
4 When you reach the last tank, Gabrek will be patrolling with two guards. Shoot out the lights and hide in one of the doorways to wait for them to pass. Hit him with a Gas Grenade to get all three of them.

5 Use the Cardkey to open the gates and head to the bunkers. The first entrance is watched by a pair of guards, so use the far entrance for easier access.

BASE BUNKER

MISSION OBJECTIVES

- CATALOG 10 ENEMY MISSILES
- REACH COMM. BUILDING ROOF


PK-102
GRENADES
COMBAT SHOTGUN
GAS GRENADES
N. VISION RIFLE
9MM
SNIPER RIFLE
GRENADES
FLAK JACKET
FLAK JACKET
🟪 - ELEVATOR
🟥 - LASER BEAMS
🟩 - DOORS

1 There are a series of red laser beams blocking the hallways. Turn them off by shooting the control panels on the walls. Many times you will have to backtrack through one of the missile rooms to shut one of them off.

ARMOR
33-23 MISSILE

2 There are three missile rooms for you to find and record the serial numbers of the missiles inside. One of the rooms requires you to raise the missiles first before logging them. Guards will be carrying either Combat Shotguns or PK-102s, so that would be your best choice for weapons to use. Use the computer in the small room near the elevator to allow entry into the armory, where you can stock up on just about everything. Enter the elevator to head to the roof.

BASE TOWER AND ESCAPE

1 The key to battling the helicopter is to keep your back to the raised area in the center of the roof. You can only damage it from behind, so wait for it to fly over you and then let it have it. Now quickly run around to the opposite wall and wait for it to make another pass. Use the roll to avoid fire if you need to, but with your back against the wall you won't get hit. Every once in a while a guard or two will attack. Stay focused on reaching safety and then deal with them. There are two PK-102s (the perfect gun to use) and two Flak Jackets if you need them. It's only a matter of time until the chopper explodes.

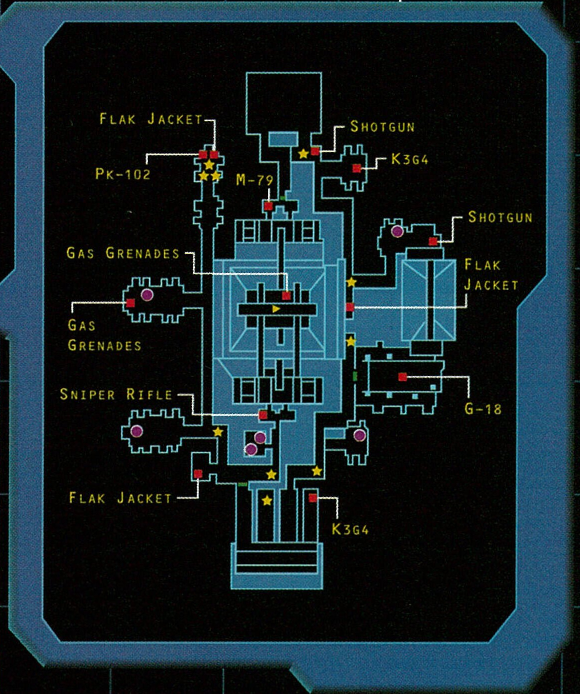
ARMOR
TARGET
24/110

2 Time to make a hasty retreat, so grab your Combat Shotgun and head for the main gate.

RHOEMER'S STRONGHOLD

MISSION OBJECTIVES

- ELIMINATE RHOEMER'S 10 SCIENTISTS
- ADMINISTER ANTIGEN TO 6 TEST SUBJECTS
- FIND SECURITY CARDKEYS
- FIND ENTRANCE TO CATACOMBS


FLAK JACKET
SHOTGUN
PK-102
M-79
K3G4
SHOTGUN
GAS GRENADES
FLAK JACKET
GAS GRENADES
SNIPER RIFLE
G-18
FLAK JACKET
K3G4

1 Work your way down the right side of the roof and enter through the window. Search the series of labs to find scientists and test subjects. The final lab with the three scientists has the Cardkey to open the electronically locked door.

2 Once onto the balcony, check the side rooms and then head down the long corridor toward the library. Shoot the chandelier at the end to take out anyone standing underneath it. This is where you'll find the Cardkey to the library.

3 Climb onto the second level of the library and head through the window. The lab you enter contains the last test subject. Shoot the beakers in the lab and they will burst into a cloud of deadly fumes.

4 The next scientist you encounter has the last Cardkey. Shortly after him is the final scientist. You'll find yourself back outside, opposite of where you started the level. Enter the structure in the center to find the elevator leading to the catacombs.

STRONGHOLD LOWER LEVEL

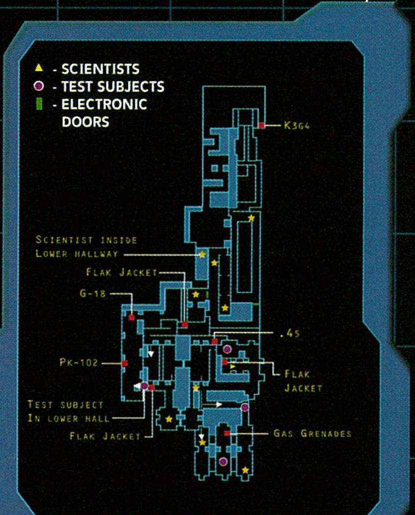
1 Search throughout the laboratories for the test subjects, finding the last one just before going outside.

2 In the yard area with all the crates, you'll encounter several snipers on the walls. Use the crates and pillars to hide between to get a clear shot. Climb up to the balcony at the far end and enter the hallway.

3 Cross the center beam to reach the scientist holding the first Cardkey and then return outside, breaking through the window to the right.

4 The next Cardkey you need is held by another scientist to the left. After killing him, watch out for a guard tossing Grenades your way. Use the Cardkey to enter the Rose Chapel. Break through the stained glass to end up back outside.

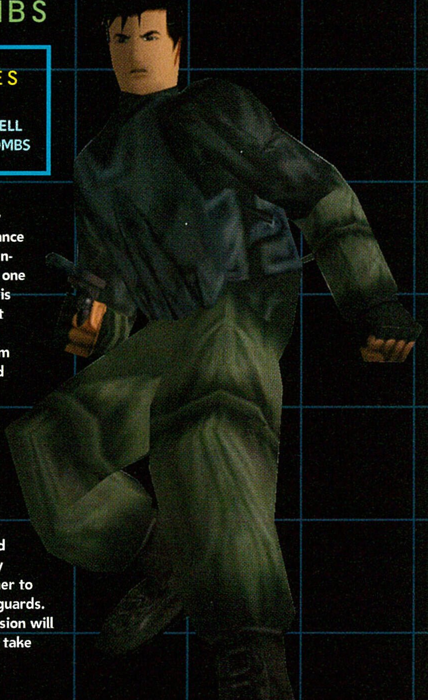
5 More snipers roam the walls. Work your way through the corridors until you reach the cemetery. Watch out for a guard on the wall to the right lobbing Grenades. Enter the final series of corridors to find the final scientist. Follow the hallways and large open rooms until you reach the entrance to the catacombs.


▲ - SCIENTISTS
● - TEST SUBJECTS
▮ - ELECTRONIC DOORS
K3G4
SCIENTIST INSIDE LOWER HALLWAY
FLAK JACKET
G-18
.45
PK-102
FLAK JACKET
TEST SUBJECT IN LOWER HALL
FLAK JACKET
GAS GRENADES

MISSION OBJECTIVES

- ELIMINATE RHOEMER'S 9 SCIENTISTS
- ADMINISTER ANTIGEN TO 4 TEST SUBJECTS
- FIND SECURITY CARDKEYS
- FIND CATACOMBS

STRONGHOLD CATACOMBS



MISSION OBJECTIVES

- FIND PHAGAN
- FOLLOW PHAGAN TO LIAN XING'S CELL
- GET LIAN XING OUT OF THE CATACOMBS

1 The catacombs are divided into three sub-missions, none of which have maps. Fortunately, the direction you need to go is very straightforward. To start with, you need to trail that scientist to where they are holding Phagan. This section is very similar to when you had to trail Phagan earlier in the game. Keep your distance from the scientist. He's not moving very quickly, so you won't lose him. Make sure that he is a good distance past any of the guards you plan on shooting or you'll be spotted. There are a couple of tricky spots in getting to Phagan. The first are a pair of guards, which is only a problem if you don't have any Gas Grenades. If that's the case, shoot out the light in front of them and go down the corridor to the right. Take the next two lefts and go straight to find the scientist. The next is a very tempting item box, but don't be lured into the open by it. There is a guard just around the corner who will spot you, so deal with him first. Check for item boxes along the way to find a 9mm, G-18, Flak Jacket and Shotgun. If you are successful in not being seen, you will find Phagan's cell and learn about Lian Xing.

2 Now you must follow Phagan. This can be nuisance because he has the tendency to get in the way. The one plus to having him along is that he will stop and wait when there are guards approaching. Don't let him get killed and he will lead you to Lian's cell.

3 Once found, you must follow Lian out of the catacombs. She is armed, but don't let that fool you into thinking this will be easy. Lian isn't a very good shot and won't take out very many guards. Sprint ahead of her to clear the area of lurking guards. If she gets killed, the mission will be over. This mission will take some patience.

PHARCOM WAREHOUSES

MISSION OBJECTIVES

- FIND AND QUESTION ERIKSON
- TURN OFF POWER TO ELECTRIC FENCES
- LOCATE AND TAG 3 VIRAL CARRIERS
- GO TO WAREHOUSE 76

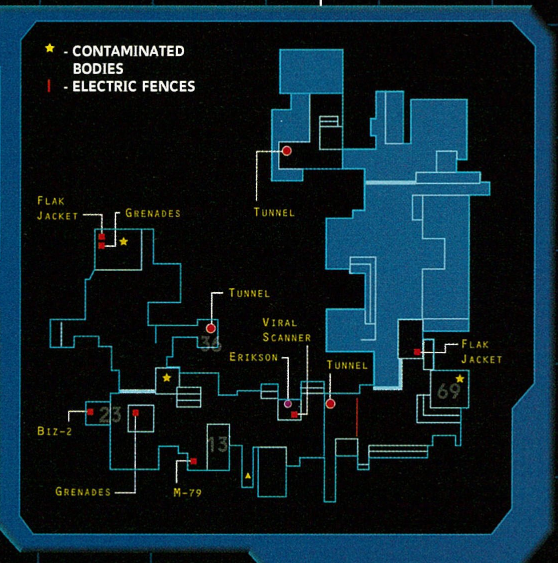
1 First, a word of advice. Unless you are running out of ammo, it is best to try to avoid the two warring factions. They will continue to come out to fight, so keep your head down and mind your own business. Another important point to note is that barrels will explode, so use them well. With that in mind, head for the building with Erikson and the Viral Scanner first.

2 Before leaving this area, I strongly recommend picking up the BIZ-2 from Warehouse 23. As you leave the warehouse, creep along the wall to the left and climb up the ledge you come to. The room you enter has the first body to tag. Use the scanner to find its location.

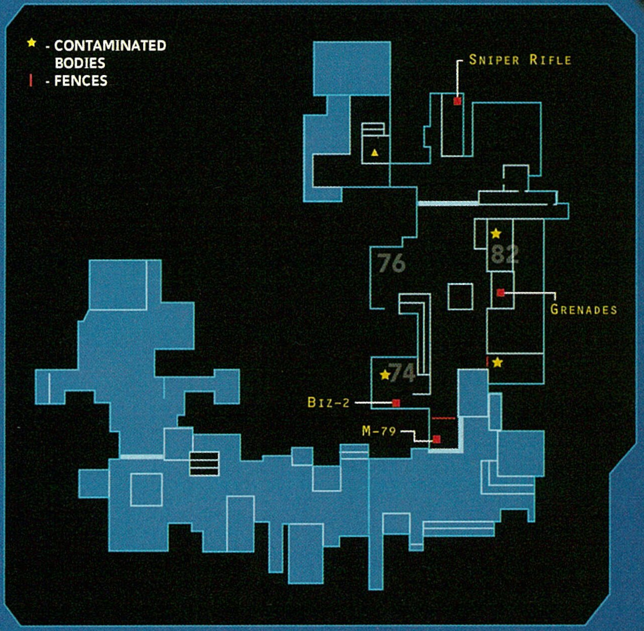
3 There is some heavy fighting in the next area. There is an underground tunnel in the corner of Warehouse 36, under the barrels. Climb through the window in the back warehouse to find another contaminated body and a much-needed Flak Jacket.

4 In the tunnel to the left is an electric fence, which you'll return to after the power is off. Follow the tunnel (check the side passage for a K3G4) until you emerge into the next area. Climb the tall stack of containers and shimmy across the wire to the right to turn the power to the fences off.

5 Drop down from the ledge to the other side of the electric fence. Head over to Warehouse 69 to find the last of the viral infested bodies. Now return to the tunnel and the electric fence inside. Go through the second gate to the right and follow the tunnel out. Climb into the building to finish the mission.



PHARCOM ELITE GUARDS



MISSION OBJECTIVES

- LOCATE AND TAG 3 VIRAL CARRIERS
- GET TO WAREHOUSE 76

1 The "elite" guards may sound menacing, but they're not too tough aside from wearing Flak Jackets. Drop down the opening in the floor into the next warehouse area. Watch out for the snipers on the rooftops.

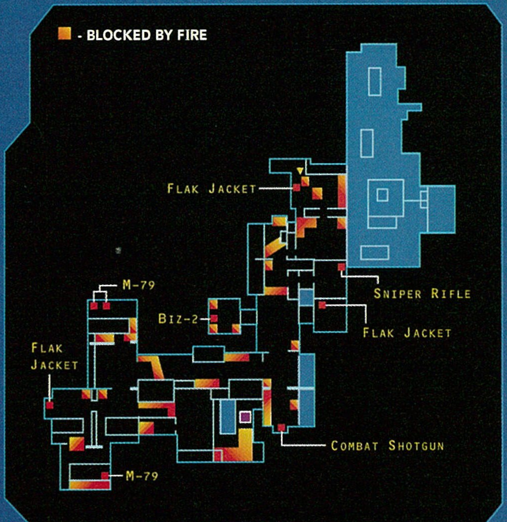
2 The first body you come across is guarded by a couple of men. Take them out from behind through the window in the warehouse.

3 The next body is in Warehouse 74. There are no guards present until you find the body, so be prepared for them.

4 The final body is located on the other side of a fence. Climb up the building in the center of the area and shimmy to the other side. When you first climb up, watch out for some heavy fire from incoming guards.

5 After tagging the last viral carrier, you'll head into an underground tunnel. The tunnel is crawling with guards, so be on the lookout. Use the barrels to take out a couple at a time. When you emerge, make a dash for the door to Warehouse 76, avoiding the guy tossing Grenades from the roof.

WAREHOUSE 76



ARMOR
DANGER
TARGET
14/22

1 Gabe has only 15 minutes to find the freight elevator in the burning warehouse. There is a stack of crates that lead to a small hole in the wall. Roll through to the other side to get past the flames and climb onto the catwalk. The catwalk will collapse as you step on it, so run forward without hesitation.

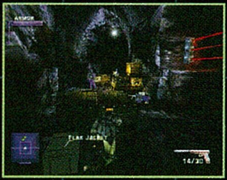
2 There's a couple points to make note of when running through this area. For starters, the barrels inside the warehouse will blow up after only one bullet hits them. Destroy them or a stray bullet may cause them to go up in your face. The other thing to keep in mind is that item boxes may be located in seemingly inaccessible places. Usually this requires climbing some crates and bypassing burning areas.

MISSION OBJECTIVES

- GET TO THE FREIGHT ELEVATOR

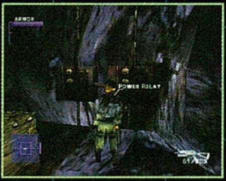
3 The last catwalk will begin to collapse just before reaching the elevator, so watch it. The elevator is surrounded by fire and you will need to shoot the call switch to bring it up.

SILO ACCESS TUNNEL



1 The moment you enter the tunnel, guards will begin attacking. Make use of the crates for cover and clear the way. The tunnels have no maps, but are fairly straightforward to follow. There are areas blocked by red laser beams which will set you on the right course.

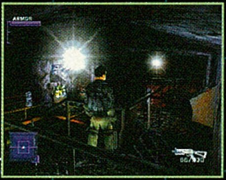
2 Make a right at the first lasers you see and head down the tunnel. You'll want to climb down the opening under the first bridge you come to. Make sure you get the K3G4 at the darkened end of the tunnel before heading down.

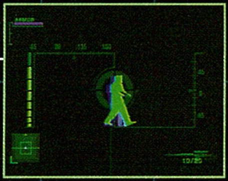


3 In the next tunnel you will encounter several guards, with the last one tossing Grenades your way. When you reach the area with the stacked crates, watch out for another guard lobbing Grenades from the level above.

4 At the top, head to the left and you will end up in a large cavern. Climb to the top-left corner to find the switch to reroute the power to the elevator. There is quite a reception waiting for you when you get back to the cavern, so grab the heavy artillery.

5 Take the elevator down and follow the passage to the next elevator. After you take the elevator up, go down the tunnel and take the ramp up to the right. If you go to the left you will encounter a cave-in that will block your path. At the end of the tunnel is the control room. Turn off the power with the three control panels to end the mission.





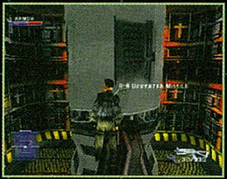
TUNNEL BLACKOUT

1 The first thing to do is climb down the series of girders in the elevator shaft to reach the bottom. Gabe will now need to make his way through the now-darkened tunnels. Grab the Nightvision Rifle and follow the tunnel. There will be guards wandering about, most of which won't have any idea you're coming. Be careful for steep drop-offs along the way. You will reach another elevator shaft, and this time you'll need to climb up the girders.

2 If you need to see where you are going, use the Viral Scanner to give you an excellent idea about your surroundings. Continue down the tunnel until you reach a T-junction and head to the right. The elevator to the missile silo isn't much farther, but there are four guards standing watch.

MISSILE SILO

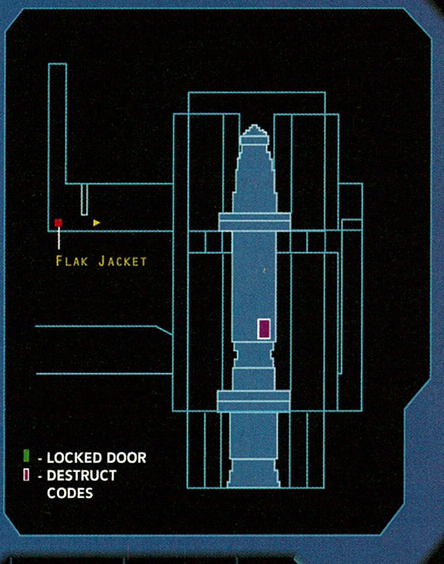
1 The key to obtaining the missile destruct codes is quickness and accuracy. There are three guards for you to deal with when trying to reach the codes. The first is by the elevator and the other two are on the lower level. Stray bullets will cause the missile to explode, so make sure your target is clear before taking him out. Once the area is clear, climb up the two girders to reach the code on the side of the missile.

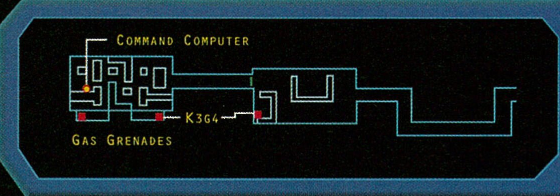


2 As soon as the cinema is finished, hightail it to the right and into the elevator before the blast door closes. Now take the lift up and head for the control room. The first room you enter will require a Cardkey found on one of the scientists. The corridor will lead to a room where you need to access the command computer. Press the red button to destroy the missile in orbit and then turn your attention to Rhoemer. Rhoemer is armed with an M-79 and will begin to hunt you down in the maze of computers. He is aided by half a dozen guards, making this look particularly formidable. What Gabe needs to do is reach the Gas Grenades (if you don't already have them) and hit Rhoemer with one of them. This is the only way to defeat him. Saving the world is always such grueling work.

MISSION OBJECTIVES

- RETRIEVE MISSILE DESTRUCT CODES
- ACCESS MISSILE COMMAND COMPUTER





THE ARSENAL

There are a total of 16 possible weapons to gather throughout the game. Gabe begins with the 9mm Handgun and Taser on the first mission. The following list gives you a general idea of what mission new weapons will be introduced on.

Georgia Street:
Shotgun, Sniper Rifle, Grenades, M-16, M-79
Washington Park:
.45 Handgun, Nightvision Rifle
Expo Center Reception:
HK-5, G-18, K3G4
Expo Center Dinorama:
Combat Shotgun
Rhoemer's Base:
PK-102, Gas Grenades
Pharcom Warehouses:
BIZ-2

Silenced 9mm Handgun

FIRE RATE - III
DAMAGE - II
CLIP SIZE - 15
MAX ROUNDS - 90

Taser

FIRE RATE - I
DAMAGE - IIIII
CLIP SIZE - N/A
MAX ROUNDS - INFINITE

Sniper Rifle

FIRE RATE - II
DAMAGE - II
CLIP SIZE - 10
MAX ROUNDS - 30

M-16 Assault Rifle

FIRE RATE - IIII
DAMAGE - II
CLIP SIZE - 30
MAX ROUNDS - 180

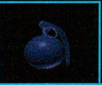
Shotgun

FIRE RATE - II
DAMAGE - IIII
CLIP SIZE - N/A
MAX ROUNDS - 25

Nightvision Rifle

FIRE RATE - II
DAMAGE - II
CLIP SIZE - 10
MAX ROUNDS - 30

Grenade



FIRE RATE - I
DAMAGE - IIIII
CLIP SIZE - N/A
MAX ROUNDS - 10

Gas Grenade

FIRE RATE - I
DAMAGE - IIIII
CLIP SIZE - N/A
MAX ROUNDS - 10

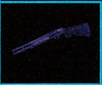
K3G4 Assault Rifle

FIRE RATE - IIII
DAMAGE - II
CLIP SIZE - 20
MAX ROUNDS - 120

.45 Handgun

FIRE RATE - II
DAMAGE - III
CLIP SIZE - 10
MAX ROUNDS - 60

Combat Shotgun



FIRE RATE - II
DAMAGE - IIII
CLIP SIZE - N/A
MAX ROUNDS - 30

HK-5 Pistol Machine Gun

FIRE RATE - IIII
DAMAGE - III
CLIP SIZE - 32
MAX ROUNDS - 192

M-79 Grenade Launcher

FIRE RATE - I
DAMAGE - IIIII
CLIP SIZE - N/A
MAX ROUNDS - 10

PK-102 Assault Rifle

FIRE RATE - IIII
DAMAGE - II
CLIP SIZE - 30
MAX ROUNDS - 180

G-18 Pistol-Machine Gun

FIRE RATE - IIIII
DAMAGE - II
CLIP SIZE - 33
MAX ROUNDS - 198

BIZ-2 Pistol-Machine Gun

FIRE RATE - IIII
DAMAGE - III
CLIP SIZE - 66
MAX ROUNDS - 396

THE ITEMS

The Flashlight is the only item you have through the entirety of the game. C4 Explosives are used in the Destroyed Subway and Rhoemer's base to general cause mayhem. Cardkeys can be found on a number missions to open locked gates and are generally obtained after killing someone. The Viral Antigen will be used to vaccinate test subjects in Rhoemer's Stronghold. The Viral Scanner is used on the warehouse missions to find contaminated bodies

WCW/nWo THUNDER

BRET HART
KIMBERLY

***Expert Gamer* Strategy**
by Pat Dolan

If you've played WCW Nitro, you know exactly what to expect with WCW Thunder. It's the same basic game with a slightly different control system, programming improvements and many new options.

What you get in WCW Thunder is basically a re-creation of the flash, style and story of the WCW. Like the real WCW, in Thunder you can see wrestlers win and lose belts, and get assistance from allies who run into the ring. You can use weapons to beat up opponents, and wrestlers can switch from one affiliation to another, with appropriate costume changes and changes in crowd approval.

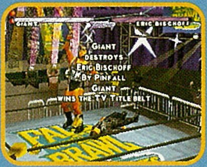
WCW Thunder accurately captures the attitude of pro wrestling, and provides plenty of gameplay options to really extend the life of the game. If you're a wrestling fan, check out WCW Thunder.

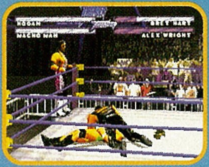
Play Modes

One big improvement over WCW Nitro are the different play modes in WCW Thunder, with slightly different rules and/or winning conditions.

Belt Contests

There are three belts you can compete for: World Heavyweight, U.S. Heavyweight and the TV title. The only difference between the modes is the number of opponents you have to fight: 10 for the World Heavyweight, seven for U.S. and five for TV. The last character you fight in each mode is the current holder of the belt; the rest of the lineup is random.


GIANT
ERIC BISCHOFF
GIANT DESTROYS ERIC BISCHOFF BY PINFALL GIANT WINS THE TV TITLE BELT

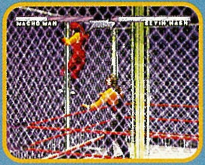


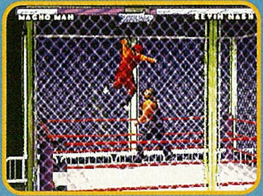
Winning any belt with one of the first 32 characters will unlock one of the secret characters.

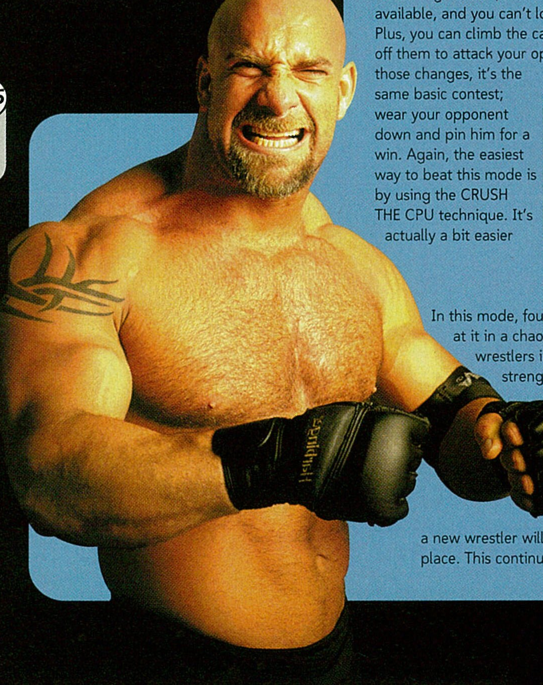
The easiest way to win the belts is to use the CRUSH THE CPU technique on the Easy skill level. You should get through each round in less than a minute by doing this.

Cage Match

In the cage match, no run-ins or weapons are available, and you can't lose due to a ring-out. Plus, you can climb the cage walls and jump off them to attack your opponent. Other than those changes, it's the same basic contest; wear your opponent down and pin him for a win. Again, the easiest way to beat this mode is by using the CRUSH THE CPU technique. It's actually a bit easier than winning a belt, since you don't have to worry about the CPU opponent calling for a run-in and dragging the match out.







Battle

In this mode, four wrestlers at a time go at it in a chaotic free-for-all. To defeat wrestlers in this mode, their strength must be reduced to red, and then they must be picked up and hurled from the ring. When this occurs, they'll run backstage and a new wrestler will come out to take their place. This continues until 29 wrestlers have been defeated, at which point the last remaining wrestler is the winner

To win this mode, simply keep engaging your opponent in Tests of Strength, then attempt to throw him from the ring when he's in the red. With the angles this mode is viewed at, it can be difficult to line up properly with your opponents in order to throw them. To simplify this, you can throw them into a turnbuckle, giving you the chance to attack directly from the left or right, making it easier to throw them.

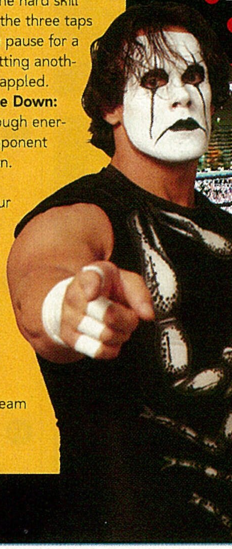
General Strategies

- **Keep It Simple:** Stick to simple moves you can execute quickly. Whoever triggers his move first, and whichever move has the fastest animation, is the one that goes off. There is a marginal amount of prioritizing of moves, but this is usually offset by the speed of triggering coupled with the speed of the move's animation.

Most Damaging Basic Moves

Basic attack:	Punch
Basic throw:	Backbreaker
Grapple move:	Piledriver
Enemy on mat:	Stomp
Enemy in turnbuckle:	10-Punch
Enemy running:	Clothesline
Player on top rope:	Missile Dropkick

- **Play Smart:** Let your opponent come to you whenever possible. This gives you a slight edge, since you're doing your move while he's still walking toward you, giving you a better chance of pulling your move off.
- **Work the Crowd:** If you're low on energy, use your taunt to regain some when you knock your opponent to the mat, instead of pounding him while he's down. The best way to regain health, however, is to engage in a Test of Strength and rapidly tap buttons.
- **Know Thyself:** Learn your wrestler's signature moves; they'll do more damage than the standard attacks.
- **Play Aggressively:** Blocking and/or backing away from your opponent is of little use. The timing required for a successful block is very strict, and it won't block throws. Backing away often doesn't take you far enough away from attacks, and will be overridden by throws anyway.
- **Get Your Paws Off Me:** If you are caught in a grapple, quickly tap down three times to reverse it and get out. The CPU usually gives you plenty of time to do this, even on the hard skill levels. You need to input the three taps cleanly, so make sure you pause for a moment if you were inputting another move when you got grappled.
- **Kick 'Em When They're Down:** As long as you've got enough energy, always stomp your opponent when you knock him down.
- **The Last Word:** Never call for a run-in unless your opponent has already called for one. If you call first, you'll get double-teamed by your opponent after your run-in leaves. Avoid your opponent and his ally for as long as possible before calling for your own; this will allow you to double-team your opponent when his run-in leaves.



Crush The CPU!
(IN FIVE EASY STEPS)

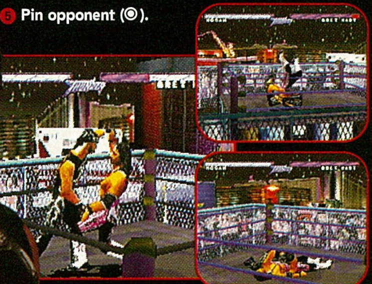
❶ Engage your opponent in a Test of Strength (⬆,◎). Then, rapidly tap ◎,△,□ with three fingers, drumming them across the buttons quickly and smoothly.

❷ As soon as the characters release each other's hands, immediately repeat step 1. If you do this correctly, your opponent should have little to no health remaining.

❸ As the characters release each other's hands, get your opponent in a basic grapple (toward, ◎).

❹ Execute a Piledriver (△,◎).

❺ Pin opponent (◎).



This will work on any skill level, though at higher skill levels the CPU opponent will more often get to launch its own attacks between each of your moves. Either escape the CPU's hold, or simply take the damage and get ready to activate the next step.

Changes From WCW Nitro

- **Control System**

For the most part, the controls remain the same. There are some new moves, but the biggest change is the addition of grappling. To pull off the more powerful moves like the Powerbomb, Piledriver and Vertical Suplex, you must first lock your opponent up with a Grapple (Toward and CIR) and then execute the move. This makes the game feel a bit more accurate and increases the difficulty of doing the more powerful moves.

- **Weapons**

There are now a wide assortment of weapons that can appear outside the ring. You can pick them up, hit people with them, throw them or even carry them back into the ring.

- **Ring Entrances**

Each wrestler now has an FMV clip showing him entering the ring, which plays before the match. Even the secret characters have their own clips.

- **Affiliations**

The current affiliation of each wrestler is listed on the Character Select Screen. You can change affiliations at any time, and this change will be remembered and even saved to your memory card. Affiliation governs costume choice as well as who the run-in allies of that character are.

- **Belts**

There are three belts you can win in WCW Thunder. The current holder of each belt has the belt shown next to him on the Character Select Screen. Whoever currently owns the belt will be the defending champion for it in the game. Like affiliation, belt ownership is remembered and saved to the memory card.

- **Extra Wrestlers**

There are 32 wrestlers to choose from when the game begins, and you can unlock 32 more. All have their own FMV entrances and their own unique Might ratings.

- **More Game Modes**

WCW Thunder offers three tournament modes, instead of the single Tournament Mode of WCW Nitro. Thunder also has a Cage Match and a Battle Royale.

- **Technical Improvements**

WCW Thunder moves faster and smoother than WCW Nitro, especially when three or four wrestlers are on screen at once, making the game much more playable. Also, the Dual Shock controller is supported.

- **Might Ratings**

Each wrestler has a rating for four parts of his body: Head, Torso, Arms and Legs. The rating runs from red to white to green, green being the best and red being the worst. The higher the rating, the stronger the character is in that area. Stronger Head means they are harder to dizzy, stronger Arms means they do more damage with punches and chops, etc.

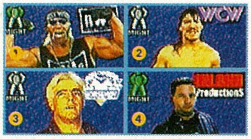
Once you win a belt with a character, you can adjust his Might ratings however you want, giving you the ability to handicap players or just create superwrestlers.

Tiers 1, 3, 5, 7

1 Eddy Guerrero

⬅⊗⊗	Body Scissors
△⊗△	Swinging Head Scissors
⬆△◎◎	Frog Splash +

① H. Hogan
② Eddy Guerrero
③ Ric Flair
④ Veal


nWo
WCW
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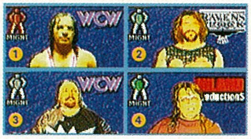
3
4

2 Hammer

⬅⊗⊗	Gargoyle Suplex
⬆⊗▣	Belly to Back Suplex
⬆△△△	Tiltawhirl Backbreaker ***

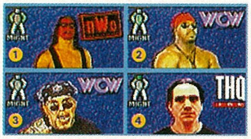
① Bret Hart
② Hammer
③ Johnny Grunge
④ MC Myque



3 Stevie Ray

△△△	Forearm Smashes
△◎△	Harlem Flip
⬅△◎◎	Shoulder Breaker ***

① Sting
② Stevie Ray
③ Rocco Rock
④ Dave Hoffman


nWo
WCW
THQ
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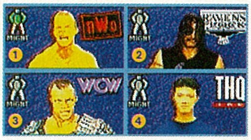
4 Scotty Riggs

➡⊗◎	Overhead Armdrag
⊗⊗◎	Manhattan Drop
➡△◎◎	Blockbuster ***

① Lex Luger
② Scotty Riggs
③ Glacier
④ Leland Mah


nWo
WCW
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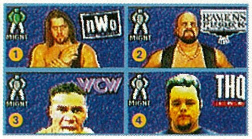
5 Horace

△△△	Forearm Smashes
⬅⊗⊗	Gargoyle Suplex
⬅△△△	Meltdown ***

① Giant
② Horace
③ Prince Iaukea
④ Sanders


nWo
WCW
THQ
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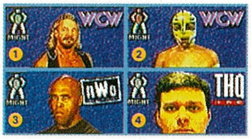
6 Rey Mysterio Jr.

⬅⊗▣	Body Scissors
△▣△	Swinging Head Scissors
⬅△△▣	Superplex ***

① DDP
② Rey Mysterio
③ Vincent
④ Donn Nauert


WCW
WCW
nWo
THQ
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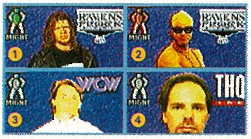
4

7 Lodi

⊗◎⊗	Scoop Bomb
△▣▣	Atomic Head-butt *
⬆⊗⊗⊗	Death Valley Driver ***

① Raven
② Lodi
③ Tony Schavone
④ Jym Killy


WCW
THQ
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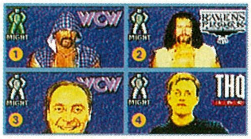
4

8 Sickboy

△◎◎	Spinning Pancake
⬆▣▣▣	Oklahoma Slam ***

① Saturn
② Sickboy
③ Iron Mike
④ John Ardell


WCW
WCW
THQ
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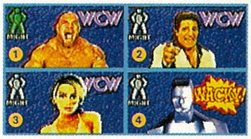
9 Disco Inferno

▣▣▣	Russian Leg Sweep
△△▣	Macho Suplex
⬅▣⊗⊗	Apocalypse ****

① Goldberg
② Disco Inferno
③ Spice
④ Chrome Dome


WCW
WCW
WCW
WACKY
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2
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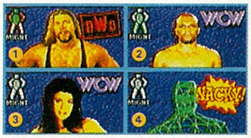
4

10 Ernest Miller

⬆△▣	Axekick
⬆▣△△	Splash (top rope)
⬇▣▣△	Steiner Recliner ***

① Kevin Nash
② Ernest Miller
③ Whisper
④ Wireframe


nWo
WCW
WCW
WACKY
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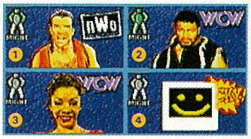
11 Barbarian

△◎◎	Spinning Pancake
△△△	Forearm Smashes
⬅△△△	Meltdown ***

① Scott Hall
② Barbarian
③ Tygress
④ Short Circuit


nWo
WCW
WCW
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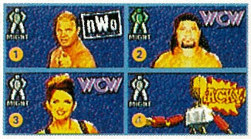
12 Meng

▣▣▣	Powerslam
⬇△◎◎	Diving Tackle
⬅△◎◎	Shoulder Breaker***

① Curt Hennig
② Meng
③ Fyre
④ Robot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WCW
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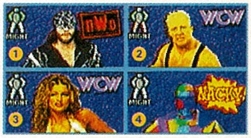
13 Fit Finley

▣▣▣	Russian Leg Sweep
△▣▣	Pancake
⬅△△▣	Crippler Crossface ***

① Randy Savage
② Fit Finley
③ AC Jazz
④ Tiffany Pane


nWo
WCW
WCW
WACKY
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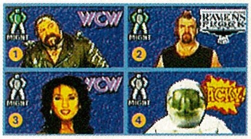
14 Reese

⬆▣△	Backbreaker
⬆△▣	Two-handed Choke Lift
⬆⊗◎◎	Choke Slam ***

① Rick Steiner
② Reese
③ Chae
④ Astronaut


WCW
WCW
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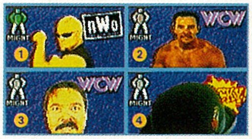
15 Chavo Guerrero Jr.

⬅⊗▣	Body Scissors
⊗⊗▣	Snap Suplex
⬇➡△△	DDT ***

① Scott Steiner
② C. Guerrero
③ Lee Marshall
④ Claude Rains


nWo
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WCW
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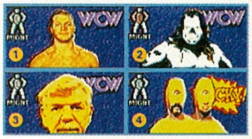
16 La Parka

△▣△	Head Scissors
⊗◎◎	Knee Bashes
⬇▣▣▣	Lion Tamer **

① Jericho
② La Parka
③ Dillinger
④ Arge & Varge


WCW
WCW
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Secret Characters!

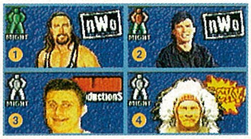
There are eight tiers of 16 wrestlers each. The first two tiers are immediately selectable. The other six tiers are for secret characters and won't appear until at least one character in them has been unlocked. To unlock characters in the third (secret) tier, simply win a belt with a character in the first (main) tier. Likewise, win a belt with a character from the second tier to unlock a character in the fourth tier. Each character unlocks the secret character in his same position in the tier. The easiest way to activate tiers 3 and 4 is to set the difficulty to Easy, then compete for the TV belt. Tiers 5, 6, 7 and 8 were unlocked with the All Characters cheat code.

Tiers 2, 4, 6, 8

17 Eric Bischoff

⊡⊗⊡	Cheap Shot
⊗⊗⊗	Double Underhook Bomb
▼⊡△⊡	Figure Four Leglock **

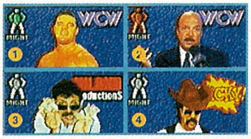
① Brian Adams
② Eric Bischoff
③ Zoomie
④ Indian



18 Mean Gene

◀△◉◉	Back Slam
△△◉	Head Slam
▲△⊡△	Torture Rack ***

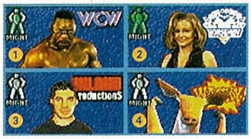
① Bulldog
② Mean Gene
③ Jamie
④ Cowboy



19 Miss Elizabeth

△⊡△	Swinging Head Scissors
⊗⊗◉	Manhattan Drop
▲△◉△	Flying Elbow +

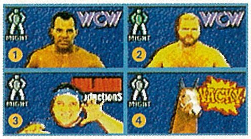
① Booker T
② Miss Elizabeth
③ Stingray
④ Sergeant



20 Arn Anderson

▼△◉	Spinebuster
△◉◉	Gorilla Press Slam

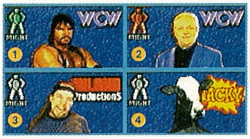
① Dean Malenko
② Arn Anderson
③ Cobra
④ Hoof Hearted



21 Bobby Heenan

⊡⊡⊡	Powerslam
⊗◉⊗	Stinger Splash ++
▲△△△	Jackhammer ***

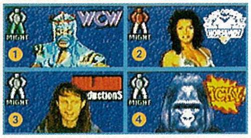
① Wrath
② Bobby Heenan
③ Reanimator
④ Bessie



22 Kimberly

⊡⊗⊗	Face Smash
△⊡⊡	Atomic Drop *
▲⊗⊗◉	Diamond Cutter ***

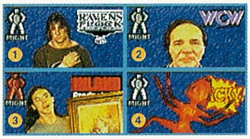
① Ultimo Dragon
② Kimberly
③ Sleep Dep Ed
④ Guerrilla



23 Larry Zbysko

▼△◉◉	Diving Tackle
◀⊗⊗	Gargoyle Suplex
▼⊡△⊡	Scorpion Death Lock

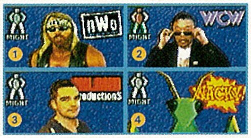
① Billy Kidman
② Larry Zbysko
③ 5 O'Clock Tony
④ Adam



24 Sonny Oono

◀⊗⊡	Body Scissors
△△△	Diving Clothesline ****
◀△⊡⊡	Texas Cloverleaf ***

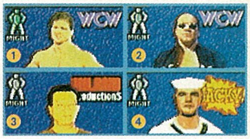
① Disciple
② Sonny Oono
③ Uncle Monkey
④ Mantis



25 Mongo

⊗◉◉	Knee Bashes
⊗⊗⊗	Double Underhook Suplex
▼△◉◉	Football Tackle ***

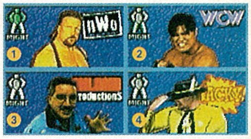
① Chris Benoit
② Mongo
③ Dudeman
④ Sailor



26 Kaz Hayashi

▶⊗◉	Overhead Armdrag
⊗⊗◉	Manhattan Drop
▶△◉◉	Blockbuster ***

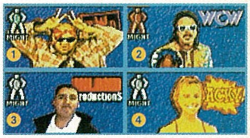
① Scott Norton
② Kaz Hayashi
③ John
④ Zuit Suit



27 Jimmy Hart

△◉◉	Spinning Pancake
⊗⊗◉	Manhattan Drop
▶⊗⊗⊗	Flatliner ***

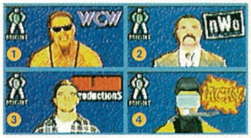
① Konnan
② Jimmy Hart
③ Chicken Boy
④ Flapper



28 Rick Rude

△⊡⊡	Slam
⊗◉◉	Knee Bashes
◀△△⊡	Hennigplex ***

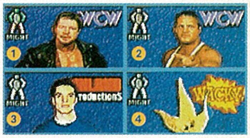
① Anvil
② Rick Rude
③ Dynamite
④ Crush Depth



29 Enos

⊗◉⊗	Scoop Bomb
◀⊡⊗⊗	Apocalypse ***

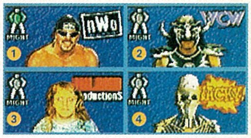
① Roddy Piper
② Enos
③ Benji
④ Star Fish



30 Psychosis

◀⊗⊡	Body Scissors
▲⊡△△	Splash (from top rope)
▼⊡⊡⊡	Tequila Sunrise **

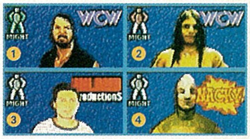
① Buff Bagwell
② Psychosis
③ Wrestling Matt
④ Snuff



31 Juventud Guerrero

▲△⊡	Axe Kick
△⊡△	Swinging Head Scissors
▲△△△	7-Year Itch +

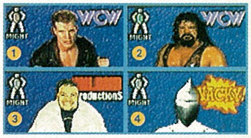
① Kanyon
② J. Guerrera
③ Goochie
④ Squire



32 Rick Fuller

△◉◉	Gorilla Press Slam
△△△	Forearm Bashes
▲△△△	TiltAWhirl Backbreaker ***

① Alex Wright
② Rick Fuller
③ Dorizas
④ Bobby



Moves List Key

*	Opponent on mat
**	Opponent on mat, health flashing red
***	Opponent health flashing red
****	After whipping opponent into ropes
+	Jumping from top rope, opponent health flashing red
++	Opponent dazed in turnbuckle

Affiliations

You can change the affiliations of the wrestlers within the game—for example, moving Hogan out of the nWo and back into the WCW. The supersecret characters of tiers 5, 6, 7 and 8 have affiliations to THQ, Inland Productions or the Wacky group. You cannot change affiliations of any of the supersecret characters. As if it really matters: Throw the Nitro girls into the ring with the Sailor and few Wacky farm animals, and all bets are off anyhow.

Archive Tricks

Bust A Groove

Dance Preview:

Finish the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu Screen. You will be able to view dance moves, mess with camera angles, etc. with any of the characters who completed the game. Make sure you save!

Alternate Costumes:
Highlight a character from the Player Select Screen and hold the Select button. With Select held, press X. You'll get that character's alternate costume.

Play as Capoeira:
Finish the game under the Normal difficulty level with any character. Now you can choose Capoeira.

Play as Robo-Z:
Finish the game under the Normal difficulty level with any character after you acquire Capoeira.

Play as Burger Dog:
Finish the game under the Normal difficulty level with Hamm after acquiring Robo-Z.

Play as Columbo (the mouse):
Finish the game under the Normal difficulty setting with Shorty after acquiring Robo-Z.

C: The Contra Adventure

Many Cheat Codes

Input the combinations on the Main Menu Screen.

Level Select - Left, Up, Right, Square, Square, Triangle, Triangle, Down

Unlimited Lives - Up, Right, Square, Triangle, Right, Left, Square, Triangle

Unlimited Super Bombs - Square, Square, Right, Down, Down, Left, Square, Triangle

Super Machine Gun - Right, Right, Square, Triangle, Right, Left, Down, Down

Movie Player - Triangle, Triangle, Down, Square, Up, Up, Left, Triangle

Circuit Breakers

Many Codes

All Tracks in One-Player Mode:
If you want to have all the tracks in One-Player Mode, just start a race then pause the game. While paused, choose OPTIONS/SOUND, then go to FX and press L1+L2.

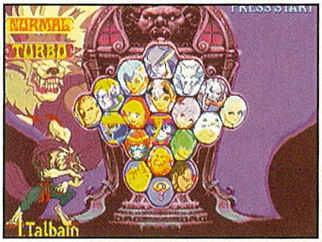
Better Engine in Two-Player Mode:
When you are about to select a track, press X+Square+Triangle+Circle. A picture of an engine should appear at the bottom of the screen if you are successful.

Jumping Bean Cars in Multiplayer Mode:
When you have chosen your vehicles and selected a circuit to race, you can enable this cheat. As soon as the circuit has loaded and the "3, 2, 1 GO" countdown has started, simultaneously press Circle and Left.

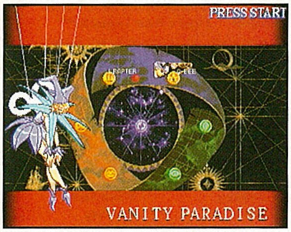
DarkStalkers 3

Secret Characters

Play as Male Shadow
At the Character Selection Screen, highlight the "?" box, press Select five times, then press any button.



Enter the code at the Character Selection Screen to play as Talbain.



Play as Marionette, the female Shadow, once you enter the code.

Play as Female (Marionette) Shadow
At the Character Selection Screen, highlight the "?" box, press Select seven times, then press any button.

Play as Image Talbain
At the Character Selection Screen, highlight Gallon, hold Select, then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon)
At the Character Selection Screen, highlight Bishamon, hold Select, then press any button.

Twisted Metal III

More Tricks

These codes are to be entered at the Password Screen:

Smart Seekers - Triangle, Left, Down, Right, Up (Helps improve homing missiles.)

Seeking Rain Missiles - Up, Down, Up, Down, Up

Super Napalm - R1, R1, L1, L1, L1

God Mode - L1, Square, X, R1, Start

CPU ignores health power-ups - Down, L1, Down, Start, Triangle

Unlimited Ammo - Triangle, Circle, Up, Right, Down

PASSWORD
ENTER PASSWORD

Enter the codes to the right on the Password Screen.

You'll be unstoppable in God Mode with Infinite Ammo!

Do you have a trick that you, and only you, know? Don't hold back—write us at:

Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

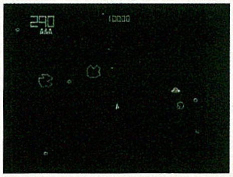
Sorry, we cannot respond to individual letters asking for codes or tricks.

Asteroids

Cool Codes

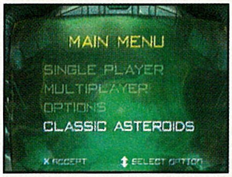
On the Title Screen when "Press Start" is flashing, press and hold the Select button and press the following buttons in this order for the results as shown:

Unlock Classic Asteroids - Circle, Circle, Circle, Triangle, Square, Square, Circle



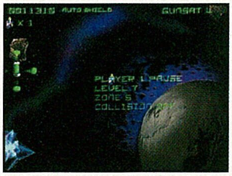
Unlock the Fourth Ship - Triangle, Circle, Circle, Triangle, Square, Circle, Square

Level Select - Square, Triangle, Circle, Triangle, Triangle, Square, Circle. Once you are in a game, you can change levels and zones and turn the collision off by simultaneously pressing Select+Start. Then choose the option you want and press L1 to activate that cheat.



Classic Asteroids Codes

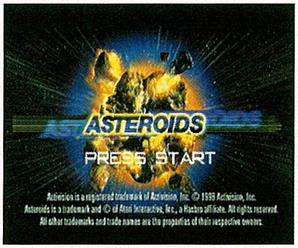
The following codes will work once you pause in the middle of the classic Asteroids game.



Add One Life - Up, Down, Left, Right, Circle, Square, X, Triangle

99 Lives - Up, X, Down, Triangle, Left, Square, Right, Circle

Invincibility - Down, Down, Up, Up, Circle, Square, Triangle, Triangle



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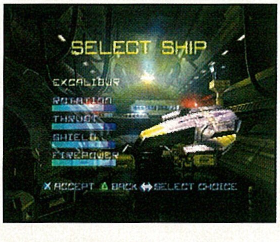
Press Start on the Title Screen when it is flashing to get the ball rolling.



Enter the code to unlock this fourth hidden ship to pilot in the game.

Race at Night:
When you're about to select a track, just push L1+L2+R1+R2 to play at night.

Reverse Tracks in Multiplayer Mode:
On the Circuit Selection Screen, choose the circuit you wish to race on and press Select. As the cars start to drive into the tunnel, quickly press and hold X and Square. While holding them down, press either Left or Right. If the cheat is successfully activated, the cars will spin around and drive into the tunnel backward.

Upside-Down Tracks:
When you're about to select a track, press L2+R2+X+Down. A sweeping arrow should be drawn at the bottom of the information panel.

Colony Wars: Vengeance

Password Cheats

Here are some password cheats for CW:V (all are case-sensitive):

Invincibility: Vampire
All weapons: Tornado
Primary weapons available: Dark Angel
Infinite secondary weapons: Chimera
Infinite afterburners: Avalanche
Infinite money: Hydra
All ships: Thunderchild
FMV and mission select: Demon
All missions, all ships, infinite secondary weapons, etc.: Blizzard
Disable Cheats: Stormlord

Duke Nukem: Time to Kill

Appearance and Cheat Codes

Big Heads, Little Heads:
To change Duke and the enemies' appearances, pause the game and enter one of these codes:

Big Head Duke - R1, R1, R1, R1, R1, R1 R1, R1, R1, Up
Tiny Head Duke - R1, R1, R1, R1, R1, R1, R1, R1, R1, Down
Big Head Enemies - R1, R1, R1, R1, R1, R1, R1, R1, R1, Left

Note: If you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise it won't work. Do the same for Tiny to Big.

Cheat Codes
Pause the game and enter these codes at a slow but even pace. If you enter them too fast they might not work.

Infinite Ammo - Left, Right, Left, Right, Select, Left, Right, Left, Right, Select
All Weapons - L1, L2, Up, L1, L2, Down, R1, Right, R2, Left
All Inventory - R1 (5 times), L2 (5 times)
All Keys - Up, Right, Up, Left, Down, Up, Right, Left, Right, Down
Invisible - L1, R1, L1, R1, L1, R1, L1, R1, L1, R1
Double Damage - L2, R2, L2, R2, L2, R2, L2, R2, L2, R2
Temporary Invulnerability - R1, L2, L1, L2, R1, L1, R1, L2, L1, L2
Super Weapons - Right, Right, Left, Right, Right, Left, Right, Right, Left, Select

Level Select
While playing, pause the game and press Down nine times and then press Up and it should say Level Select. Now quit the game and on the Main Menu you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

The Fifth Element

Cheat Menu

On the Main Menu Screen, press L1, L2, R2, R1, Select. You will hear a sound. Then choose "New Game" and the Cheat Menu will be displayed. Now you can choose from plenty of options such as your beginning level, shields, all weapons, objects and more!

Future Cop: L.A.P.D.

General Password Cheats

DISYFISLFY - All Crime War and Precinct Assault missions completed.
DITIFISLFL - All Crime War and Precinct Assault missions locked completed.
DYPYFASRHR - All Crime War and Precinct Assault missions completed. All Easter Egg weapons.
SIFRGYBERR - No Crime War or Precinct Assault missions completed. Invincibility allowed.
SYMRGOBRRL - No Crime War or Precinct Assault missions completed. All Easter Egg weapons.
DYSIFASRHY - All Crime War and Precinct Assault missions locked completed. All Easter Egg weapons.
DYTIFASUHL - All Crime War and Precinct Assault missions locked completed. All Easter Egg weapons. Invincibility allowed.

(Please note that certain conditions, once set, are not cleared by passwords. These conditions are: All Crime War and Precinct Assault missions locked completed; all Easter Egg weapons; invincibility allowed.)

In-Game Cheat Codes
These passwords have to be entered while the Adjust SFX Volume entry is selected in the MAP Menu. Once the password has been entered, you have to QUIT (validate YES). If the password is valid, the game won't quit (except for the quit successfully code). Most of these passwords will affect the player who actually entered it:

Reload shield - Square, Select, Circle, X

Quit a crime war mission successfully - Square, Circle, Square, Circle, X, Select, X, Select

Blue player = Black - Square, Select, Circle, X, X, Circle, Select, Square

Archive Tricks

Reload weapon 0 - Square, Circle, Select, X, Select, X, Circle, Square
Reload weapon 1 - Circle, X, Select, Square, Circle, X, Select, Square
Reload weapon 2 - Square, Select, Square, Circle, Square, Select, X
Power up weapon 0 - Circle, Circle, Circle, X, X, X, Circle, Select
Power up weapon 1 - Square, Square, Square, Circle, X, Circle, X
Power up weapon 2 - Square, Circle, Square, Select, X, Square, Circle
Add 200 points to the player (in Precinct Assault mission) - Circle, Square, Circle, X, Select, Square, X
Invincible (allows zone bypass) - Circle, Circle, Select, Select, Circle, X, Square
Walker can superjump (allows zone bypass) - Circle, Circle, Circle, Circle, Square, Square, X, Select, Square, X, Select, Circle
Set the maximum shield to the max (32767) and reshield (might allow zone bypass) - X, X, Select, Circle, Circle, Select, Square, Square, Select

Secret Super Power-up
Press the Action button 10 times in lower-left corner of plaza. Press the Action button 10 times in lower-right corner of plaza. Ta-daaaa, super reloader powers you up!

Heart of Darkness

All Levels and Cinemas

With the game off, make sure you have a controller in port two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

Hot Shots Golf

Mirror Courses and Players

Mirror Courses - On the Course Select Screen, highlight the course that you want mirrored, then hold L1+L2 and press the X button. When you go into the game, you will see that the course has been "mirrored."

Mirror Players - On the Character Selection Screen, highlight the player you wish to make a lefty or a righty, then hold L1 and press the X button. When you begin, you will see that your player is now standing on the other side of the ball.

All Players, All Courses

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the L1+L2+R1+R2 buttons simultaneously, before the Title Screen appears. While holding these, go to the Title Screen and immediately after the flash happens, press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

Jersey Devil

Easy 1-Up Loop

When you first begin your game, jump on top of the water spray in the fountain. There you will find a 1-Up. Now when facing City Hall, take the path to the right. When you reach the dead end, punch the fence in front of you. It will fall down and reveal a pipe. Go into the pipe and you'll be in Knarf's Forest. As soon as you get there, backtrack through the pipe again to exit the level. Now go back to the fountain and the 1-Up will be back! Collect it to get another life. Repeat this process and you will have a plethora of lives to begin the game!

Kagero: Deception II

Begin With Money

If you would like to start the game with extra money, just do this: When the game asks you to Name Her, go to the Name Input Screen and erase the name that's there. Now put in Astarte for your name and then choose OK. When asked, "Is this Name OK?" choose Yes. On the screen where Yocal is talking to King Eclypse, press Start. Look at your total ark and you will see that it is already at 2800!

Madden NFL 99

Cheat Codes

At the Main Menu Screen, move down, highlight and access the Code Entry option. On the Code Entry Screen, press X on New Code and enter any of these codes for the results shown:

New Teams
BESTNFC - All Stars NFC
AFCBEST - All Stars AFC
BOOM - Madden 98 Team
IMTHEMAN - Stats leaders
PEACELOVE - All '60s team
BELLBOTTOMS - All '70s team
HEREANDNOW - All '90s team
TURKEYLEG - Madden All-Time Greats
THROWBACK - 75th anniversary team
GEARGUYS - NFL equipment team
WELCOMEBACK - '99 Cleveland Browns
INTHEGAME - EA Sports Team

Test Drive 5

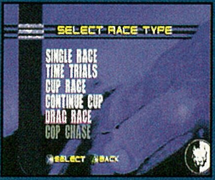
More Cars and All Tracks

These codes will give you access to the rest of the cars and all the hidden tracks! To do this, you have to get a high score and enter one of the names shown below on the Name Entry Screen. The easiest way to do this, is to select Drag Race from the Race Type Screen and get a high score. Enter one of the names below for various results:

PLEASE SELECT YOUR CAR
SELECT
BACK
HOT DOG

LAYOUT FRONT/4-WHEEL
ENGINE V8
DISPLACEMENT CI/CC 157/2568
COMPRESSION RATIO 8.5:1
BHP @ RPM 290@6800 RPM
TORQUE @ RPM 260@4500 RPM
TRANSMISSION 4 SPEED MANUAL
TIRES 295/45ZR-17
APPROX PRICE $200
0-60 MPH
0-100 MPH
QUARTER MILE 7.3@110
TOP SPEED 15
BRAKING FROM 60MPH 200
LB PER BHP
LATERAL ACCEL

RONE - for access to more cars
MTHREE - for half of the tracks
NTHREE - for the other half of the tracks



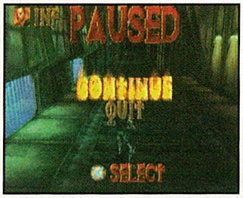
Start this out by selecting Drag Race and coming in first place. Enter the codes when you can put in your name.

Apocalypse

Lots of Cheats

Here are some awesome cheats on Apocalypse:

AREA SELECT
Pause the game, hold L1 and press Square, Circle, X.



INFINITE LIVES
Pause the game, hold L1 and press Triangle, Circle, X, Square.

FILL HEALTH
Pause the game, hold L1 and press X, Triangle, Circle.

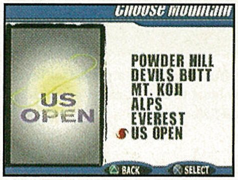
SKIP CHECK POINTS
Pause the game, hold L1 and press Triangle, Square, Circle, X.

Cool Boarders 3

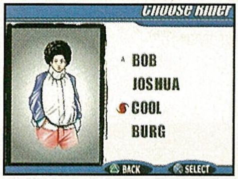
Cheat Names

Enter each cheat below as a name in Tournament Mode to get the various results.

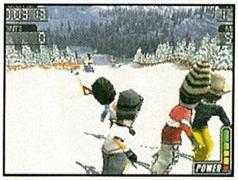
WONITALL - Access to every course
OPEN_EM - Access every boarder and board
BIGHEADS - Get huge heads


CHOOSE MOUNTAIN
US OPEN
POWDER HILL
DEVILS BUTT
MT. KOH
ALPS
EVEREST
US OPEN
BACK
SELECT

Shred down through the U.S. Open when you unlock all courses.


CHOOSE RIDER
BOB
JOSHUA
COOL
BURG
BACK
SELECT

Choose from all of the boarders with the OPEN_EM cheat.

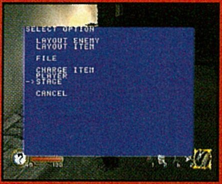


Now, who says snowboarders have big heads?

Tenchu: Stealth Assassins

Debug Menu

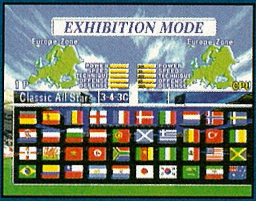
While playing the game, press the Start button. While the game is paused, hold L1+R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Then, release L1 and R2, and then press L1, R1, L2, and R2. Now press Start and immediately press L2+R2 at the same time. If you do this correctly, a blue screen will appear and many options will be available like stage select, charged items, layout enemy, etc.

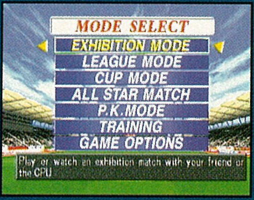

SELECT OPTION
LAYOUT ENEMY
LAYOUT ITEM
FILE
CHARGE ITEM
PLAYER
-> STAGE
CANCEL

International Superstar Soccer Pro '98

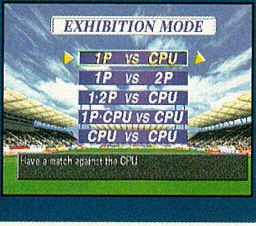
Play as the Classic All Stars

In the Select Menu, highlight Exhibition and press Up, Up, Down, Down, Left, Right, Left, Right, Circle, X. Clapping will be heard if you did it correctly. At the Exhibition Menu, choose any mode of play, and when you're at the Select Country Mode, press and hold L1+R1, and you will be able to choose Classic All Stars!


EXHIBITION MODE
Europe Zone
Europe Zone
1P
CPU
Classic All Stars
3-4-3C


MODE SELECT
EXHIBITION MODE
LEAGUE MODE
CUP MODE
ALL STAR MATCH
P.K.MODE
TRAINING
GAME OPTIONS

Play or watch an exhibition match with your friend or the CPU


EXHIBITION MODE
1P VS CPU
1P VS 2P
1·2P VS CPU
1P·CPU VS CPU
CPU VS CPU

Have a match against the CPU

Secret Stadiums

EA STADIUM - EA Sports
DOGPOUND99 - Cleveland
THEHOGS - RFK Stadium, Washington, D.C.
NOTAFISH - Old Miami
SOMBRERO - Old Tampa
FOR RENT - Astrodome
OURHOUSE - Tiburon
STICKEM - Original Oakland

Metal Gear Solid

Tuxedo Snake

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Ghost Photos

There's plenty of nasty spirits floating around the island that can't be seen with the naked eye, so after you finish the game the first time, grab the camera (you didn't give in to the torture, did ya?) and snap pics of these locations. When you look at them in the picture viewer you should find the poor lost spirit of a Konami programmer, no doubt lamenting how he slaved his life away working on the amazing masterpiece that is Metal Gear Solid! The following are the locations of the ghosts.

- In the second Comm Tower, in the elevator
- Looking out at the sea from the Heliport at the start
- In the second Comm Tower, in the elevator shaft
- Sniper Wolf's dead body
- In the mirror of the women's bathroom
- On the tip of Metal Gear's Rail Gun, in the MG Underground base
- Fake DARPA chief (first one) dead body
- Policenauts poster in Otacon's Lab
- Guard peeing in men's bathroom
- The guard killed by ninja before Otacon's lab
- Bottom of the elevator in second Comm Tower
- In a puddle at the glacier with the wolves
- In the pool of blood Meryl leaves behind
- In the waterfall before the Metal Gear room
- At Baker's dead body
- By real DARPA chief's left leg
- In the pictures where you fight Psycho Mantis
- The bridge between the two Comm Towers
- Security camera by the staircase at the heliport
- Electric floor in the second building
- By Ocelot's torture bed
- The first sleeping soldier at the heliport
- In the steam at the end of the boiler room
- On the tip of the nuclear warhead in the Nuke Storage Room

Mortal Kombat 4

Default Gunpod Weapons

From the Main Menu, choose Arcade Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one and move to the "Group" icon at the bottom of the screen. Choose this option and let player two choose his/her character. Now player 1 must defeat player two. Then player two must press Start (at the Falling Screen) to continue. Repeat the same process on the Fighter Select Screen with player one choosing the group select and player two choosing a character. You will notice that player one will be playing as a different character in succession each time you

Archive Tricks

do this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sonya). After the Group Select chooses her and you defeat player two, have player two continue and go back to the Fighter Select Screen again. Now have player one choose any character (not from the Group Select this time). Meat will appear in place of your chosen fighter. He will have the same moves as the fighter you chose from the Select Screen. As long as you continue, you can play as Meat with any other character.

N20

Many Cheat Codes

At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this Options Menu, scroll until you see "enter code." Now access this option and enter the following cheats for the results shown:

Firewall Cheat - X, X, Square, X, X, X, Triangle, Triangle

Weapons Cheat - Square, X, Circle, Square, X, Square, Circle, Square

Infinite Lives - Circle, X, X, Triangle, Square, Triangle, Square, Circle

Access any Level - Square, Triangle, Circle, Triangle, X, Triangle, Square, X

Bonus Ship - X, X, X, Square, Triangle, Circle, X, Triangle

Bonus Level Access - Square, Square, Square, Triangle, Circle, Triangle, Square, Square

Water Effect On - Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle

No Bonus Reset After Death - Square, Triangle, X, Triangle, Circle, Square, Triangle, X

Disable Cheats - Square, Square, X, Circle, Circle, Circle, Circle, Triangle

Level Passwords

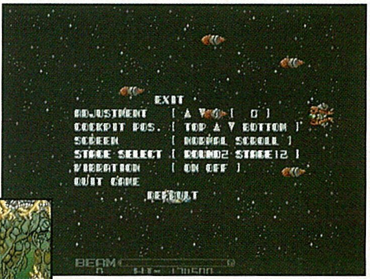
Access the "Enter Code" Option and enter any of the following level passwords:

Level 2: Circle, X, X, X, Square, Circle, Square, X
Level 3: Circle, X, Circle, Circle, Square, Triangle, X, Triangle
Level 4: Circle, Circle, Triangle, Circle, Triangle, Circle, Square, Square
Level 5: Square, Triangle, Square, Triangle, Square, Triangle, Triangle, Circle
Level 6: Square, Square, Circle, Square, Triangle, X, Triangle, X
Level 7: X, Triangle, Circle, Square, X, Triangle, Circle, Triangle
Level 8: Square, Circle, Circle, Triangle, Triangle, Square, Triangle, Square
Level 9: Square, Circle, X, Triangle, Square, Square, X, Circle
Level 10: X, Triangle, Square, Circle, Triangle, X, X, X
Level 11: Circle, Square, Triangle, Square, Circle, Triangle, Square, Triangle
Level 12: Circle, X, X, X, Triangle, X, X, Square

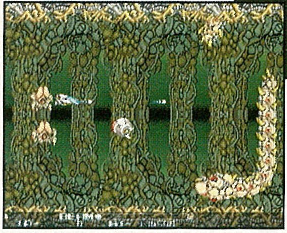
R-Types

Level Select

Highlight either the "R-Type" or "R-Type II" options at the Title Screen. Quickly press L2 (10), R2 (10). Begin the game and press X or Start to access any level or view the FMV sequences.


EXIT
ADJUSTMENT [▲ ▼] [0]
COCKPIT POS. [TOP ▲ ▼ BOTTOM]
SCREEN [NORMAL SCROLL]
STAGE SELECT [ROUND2 STAGE12]
VIBRATION [ON OFF]
QUIT GAME
DEFAULT

Getting frustrated with a particular level? Play any level you want when enter the the Level Select code.



Slow Down Ship

Pause game in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

Speed Up Ship

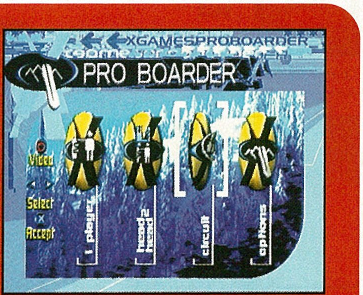
Pause game in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle. (Note: This trick works on a preproduction version and is subject to change.)

XGames ProBoarder

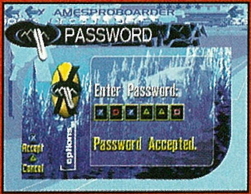
Circuit and All Levels

Code

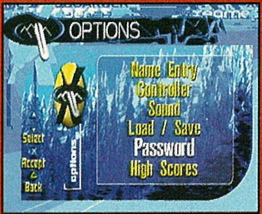
To open up the Circuit Option on the Main Menu, access the Options. Highlight and enter the Password Option. Now enter this code as shown: X, Circle, X, Triangle, Triangle, Square.

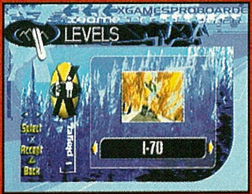


To open all the levels of the game, access the Options from the Main Menu, highlight the Password Option and enter this code: Square, Triangle, X, Square, Circle, Circle.



Enter Password:
Password Accepted.





Highlight and enter the Password Option and enter the code to access the secret options.

Oddworld Abe's Exoddus

Next Section Warp

During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Mudokons in the game!

Use this cheat to warp your way into the next section of the game.

Nectaris: Military Madness

Passwords

Here are the New Story codes for the game:

1. RANDAL
2. HUNDRA
3. CINBER
4. MARLIN
5. BAYARD
6. WEBLEY
7. PARKER
8. MERKEL
9. ITHACA
10. BAIKAL
11. SAVAGE
12. VALMET
13. MAUSER
14. KIMBER
15. BISLEY
16. MEANEC
17. LADNAR
18. ARDNUH
19. REBNIC
20. NILRAM
21. DRAYAB
22. YELBEW
23. REKRAP
24. LEKREM
25. ACAHTI
26. LAKIAB
27. EGAVAS
28. TEMLAV
29. RESUAM
30. REBMIK
31. YELSIB
32. CENAEM

Command
Move
Attack
Stats
End
Map 32
CENAEM
Turn 1
Union
UNITS 11
Xenon
UNITS 27
PANTHER x8
5

STRATEGIC MAP
YELSIB
CENAEM
Map 32
CENAEM
2×2
Union 11 Xenon 27 Neut. 16

PASSWORD

Please input the name of the campaign you wish to continue:

A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z
PASSWORD ACCEPTED

SCENARIO NAME [C E N A E M]

Level 13: Square, Triangle, Triangle, Circle, Circle, X, Circle, Circle

Level 14: Square, Square, Triangle, Circle, Circle, Triangle, Circle, X

Level 15: Circle, Triangle, X, Square, Circle, Triangle, Triangle, Triangle

Level 16: Circle, Square, Triangle, X, Circle, Circle, Circle, Square

Level 17: X, Circle, Triangle, X, Square, Square, Square, Circle

Level 18: Circle, Triangle, Circle, Circle, Triangle, Square, Square, X

Level 19: Square, X, Circle, Square, Circle, X, X, Triangle

Level 20: Circle, Square, Triangle, Square, Square, Square, Square, Square

Level 21: Circle, Circle, Circle, Circle, Triangle, X, Triangle, Circle

Level 22: Circle, X, Circle, Triangle, X, Circle, Triangle, X

Level 23: Square, Square, Triangle, Circle, Triangle, X, Circle, Triangle

Level 24: Circle, Circle, Square, Triangle, Square, Triangle, Triangle, Square

Level 25: Circle, X, Triangle, X, Square, Triangle, X, Circle

Level 26: Square, Circle, Circle, Circle, X, Circle, X, X

Level 27: Square, Square, Triangle, Circle, X, X, Square, Triangle

Level 28: X, X, Circle, Triangle, Square, Circle, X, Square

Level 29: Square, Square, Circle, Circle, Circle, Circle, Circle, Circle

Level 30: Square, Circle, X, Triangle, Triangle, X, Circle, X

NFL Blitz

Blitz Cheats

These codes worked on the arcade, and now they also work for the PlayStation version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.

For No CPU Assist press: Jump (1x), Pass (2x) and pad Down. (Note: Only works in Two-player Mode.)

To Show More Field press: Jump (2x), Pass (1x) and pad Right.

For Fog On press: Jump (3x) and pad Down.

For Fast Turbo Running press: Jump (3x), Pass (2x) and pad Left.

For Huge Head press: Jump (4x) and pad Up.

For Thick Fog press: Jump (4x), Pass (1x) and pad Down.

For Super Blitzing press: Jump (4x), Pass (5x) and pad Up.

For Big Ball press: Jump (5x) and pad Right.

To Hide Receiver Name press: Turbo (1x), Pass (2x) and pad Right.

For Tournament Mode press: Turbo (1x), Jump (1x), Pass (1x) and pad Down.

For Random Play Choice press: Turbo (1x), Jump (1x), Pass (5x) and pad Left.

For Super Field Goals press: Turbo (1x), Jump (2x), Pass (3x) and pad Left.

For Big Players press: Turbo (1x), Jump (4x), Pass (1x) and pad Right.

NFL GameDay '99

Easter Eggs

From the Main Menu Screen, highlight and access the Options. On the Options Menu, highlight and access the Easter Eggs option. Now put in any of the codes as shown:

CREDITS - Shows game's credits

EVEN TEAMS - Both teams are evenly matched.

BIG BALLS - Huge football

HAMSTRUNG - Blow a hamstring after using speed burst.

WEAK - Bad coverage

BLINDERS - No penalties

BIG HITS - Harder tackles

STEEL LEG - Kick longer field goals

STICKEM - Tighter coverage

ITS IN THE FPS - Frame-rate changes

PRIME TIME - More celebrations

TELE TUMMY - Have TV on players' chests

DAVIS - Better running

ROCKET MAN - Longer dives

BOBO - Players' last names are all Bobo.

PRESIDENTS - Players' last names are all ex-presidents.

EURO LEAGUE - Players' last names are all European.

SPORTS - Players' last names are all 989 Sports personnel.

RED ZONE - Players' last names are all Red Zone personnel.

HOOPS - Players' last names are all basketball players.

FLEA CIRCUS - Tiny players

GRUDGE MATCH - Different-colored field and no goal posts

PLAYING CARDS - Flat 2D players like cards

FLAT LAND - Flat players

BUNYON - Short, stocky players

POP WARNER - Skinny, kid-like players

SLIDESHOW - After the game, see all the cheerleaders.

HOT SHOT - Faster passes

GD CHALLENGE - Harder CPU

CPU SCORES - Better CPU offense

CPU STUFFS - Better CPU defense

MIND READER - CPU knows what formations to use on your play.

COFFEE BREAK - Faster game speed

SWIMMERS - Better swim move

PUPPETS - Players have strings attached to them.

STAMINA - No fatigue

NFL Xtreme

Player Alterations

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "CreateFreeAgent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:

GEORGE GIRAFFE - The quarterback has a neck like a giraffe.

LAMEBOY LENNY - All players walk around like they are lame.

Archive Tricks

BIGHEAD BOBBY - All players have huge heads.
MONKEY MICKY - All players have huge arms.
TINY TOM - All players are tiny.

You don't have to sign them on a team. Just leave them in the free-agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

Pool Hustler
Hidden Bowlliard Mode

This trick will reveal the hidden Bowlliard Mode. At the Title Screen, press Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle. Now go to the Main Menu Screen and you will see a new option in the middle called Bowlliard, which combines the game of bowling and billiards.

Rally Cross 2
Multiple Codes

For all the codes below, begin a new season and input the codes at the Enter Name Screen. Note: The Tracks, Difficulties & Cars code doesn't unlock all the tracks; you'll also need the individual track codes.

All Tracks, Difficulties & Cars: moob-moob
Hillside Track: bsirhc
Dusty Road Track: mit
Rock Creek Track: kcin
Dry Humps Track: cire
Little Woods Track: foster
Frozen Trail Track: nivek
No Car Collision: incorporeal
Low Gravity: airfilled
High Gravity: leadshot
Restore Gravity: mooney

Resident Evil 2: Dual Shock
Play as Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then, you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Rogue Trip
Cheat Codes

To make any of these cheats work, you must first enter the Enable Cheats code while in the middle of a game. Then put in one of the other codes as shown:

Enable Cheats:
Press L1+R1+R2+Select at same time when you first start the level.

Invulnerable:
Press L1+R1 at same time, then press Up, Down, Left, Right.

Hornet's Nest:
While stingers are selected, press Triangle+L2+L1+R1+Left. Hold these buttons until you see the text confirmation that it worked.

Blow Up Earth:
Lay an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to the moon, then detonate the bomb. Debris from Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

S.C.A.R.S.
Cups, Cars and Modes

On the Title Screen, press Start. On the Player Select Screen, choose your number of players. On the Game Select Screen, highlight and choose the Options. On the Options Screen, choose Settings. Now move down and highlight the "Password" option and enter one of the codes as shown for various results:

GLASSX - Activates the Crystal Cup
ROCKYY - Activates the Diamond Cup
ZDPEAK - Activates the Zenith Cup
XPERTS - Activates the Challenge Mode
DESERT - Activates the Scorpion Car
RATTLE - Activates the Cobra Car
RUNNER - Activates the Cheetah Car
MYSTER - Activates the Panther Car
ALLVID - Activates the Codes

Spice World

New Title Screen:
After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Triangle, Triangle, Circle. You will hear a cheer. Let go of the buttons and press L1+R1+L2+R2+Start+Select at the same time. This will reset the machine and then show the Spice Girls covered up only by the backs of chairs!

Big Spice Girls:
After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Square, Circle, Square.

New Moves:
After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Square, Triangle, Circle, Triangle. Now there will be new moves at the studio.

Tenchu
Incredible Cheats

LEGEND: L = D-pad left, R= D-pad right, U = D-pad up, D = D-pad down, S = Square button, C = Circle button, T = Triangle button, X = X button

Increase Item Capacity to 99
On the Items Screen: L, L, D, D, S, S, T, S while holding the L1 button.

Unlock All Hidden Items
On the Items Screen: L, L, D, D, S, S, T, C while holding the R1 button.

Increase Item Inventory
On the Items Screen: L, L, D, D, S, S, T, X while holding the L2 button.

Restore Health
On the Pause Screen: L, L, D, D, S, S, T, S.

Unlock All Levels
On the Mission Select Screen: L, L, D, D, S, S, T, S while holding the R2 button.

Enable Japanese Voice-Over
On the Mission Select Screen: L, L, D, D, S, S, T, C while holding the L1 button.

Enable Enemy Layout Selection Screen
On the Mission Select Screen: L, L, D, D, S, S, T, X while holding the R1 button.

Enable Ayame Sexy Armor
You must be playing as Ayame. At the Item Selection Screen with armor displayed as an option enter: L, L, D, D, S, S, T, C. If the command is entered successfully the number of available armor will drop from 1 to 0.

Test Drive 5
Bonus Cars and Cop Chase Mode

From the Main Menu choose Quick Race, or under the Full Race option choose the Drag Race and get a good time that will earn you a high score. Once you finish the race, exit the game and choose Quit. On the High Score Screen, enter your name as NOLIFE. This will get you three bonus cars: Chris's Beast, Pitbull Special and Behold the Mighty Maul! To enable the Cop Chase, get a good time and on the High Score Screen, enter the name VRSIX. Now go back to the Main Menu and choose Full Race. On the Select Race Type Screen, choose the Cop Chase option. Now you can choose from four different types of police cars. In this mode, your object is to arrest as many lawbreakers as possible while gaining points along the way. Press the R2 button to use your siren, and disable your enemies by running into them.

Test Drive: Off-Road 2
Hidden Vehicles

At the Transmission Selection Screen (both for Single Race and World Tour), hold Select and enter the following button sequences:
- L1, Up, L2, Down, Down, L2, L2, R2 = Drive as a school bus.
- R2, L2, L2, Down, Down, L2, L2, R1 = Drive as an ice cream truck.

TOCA: Touring Car Championship
Many Cheats

Enter these names when you are naming your driver, then the game will announce "Cheat Mode enabled." Then you enter your name as normal.

JHAMMO - To access more tracks
CMLOCK - To lock tracks back up
PATSCREEM - To obtain TOCA Showdown, mirrored championship
CMNOHITS - Disable collision detection
CMSTARS - Staring Sky Mode
CMTOON - Cartoon background
CMDISCO - Volcanic track
CMCOPTER - Helicopter view
CMGARAGE - Bonus tank
CMCHUN - Go-Kart Mode
CMLOGRAV - Low gravity
CMRAINUP - Reverse falling rain
XBOOSTME - Fast Mode, all cars driving faster
CMMICRO - Micro Machines Mode

CMDISCO - Gives multicolored fog

Tomb Raider III

Incredible Cheats

In the middle of the game without pausing, enter any of these cheats as shown:

All Weapons: L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. You will hear a scream.

Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2. You will hear Lara grunt.

Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says "No."

All Secrets (access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh.

Gives You Race Key at Lara's House: R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. Lara says, "No."

Twisted Metal III

Sweet Tricks

Infinite Specials:
Enter L1, L1, R1, R1, R1 as a password. Then you will return to the Main Menu. Now begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

Play as Minion:
Enter Right, Right, Right, Left, Left as your password. Then you will return to the Main Menu. You can now select Minion at the Vehicle Selection Screen.

Play as Sweet Tooth:
Enter Left, Left, Left, Right, Right as a password. Then you will return to the Main Menu. You can now select Sweet Tooth at the Vehicle Selection Screen.

Club Kid's House Level:
Enter Left, Left, Left, Square, Square as a password. Then you will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Club Kid's House bonus level.

Warehouse Level:
Enter Square, Square, Square, Left, Left as a password. Then you will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle in order to begin at the Warehouse bonus level.

Demo Level:
Enter Up, Up, Up, Left, Left as a password. Then you will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Demo level shown in the background at the Main Menu.

Enable memory card:
Enter Start, Start, Start, Start, Start as a password. Then you will return to the Main Menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.

The Unholy War

Secret Characters, Battlefields and Maps

There are only three cheats in the Unholy War, all of which use the same code, though in different places.

The code is as follows:
Press the Circle button and the Square button simultaneously. Press the Select button four times. Press the Start button three times. Press the Square button two times. Press the Circle button once. Press the Circle button and the Square button simultaneously again.

To unlock Secret Characters, highlight "Set Teams" on the Mayhem Selection Screen and perform the code.

To unlock Secret Battlefields, highlight "Accept Teams" on the Mayhem Selection screen and perform the code.

To unlock all one-player Strategy Maps, highlight "Set War" on the Strategy Selection Screen and perform the code.

Vigilante 8

Many Incredible Codes

Hidden Vehicles - From the Main Menu Screen, access the Options. Choose Game Status and then press the Circle button for the passcode. Enter this password: WMNNWLHTSCUCLH. After pressing X, all the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.

Monster Wheels - From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: MONSTER_WHEELS. Every vehicle's tires will now be huge!

Deadly Missiles - From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: DEADLY_MISSILE. Your interceptor missiles will do more damage.

Lighter Cars - From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: REDUCE_GRAVITY. The vehicles will jump higher.

Invincibility - From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: I_WILL_NOT_DIE. You will now be invulnerable to all hits.

Increase Difficulty - From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: HARDEST_OF_ALL. Your opponents will now be more aggressive and the game will be more difficult.

No Enemies - From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: GO_SIGHTSEEING. This allows you to pick "no enemies" in Arcade Mode.

VR Baseball 99

Easy Outs

In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you're quick enough, it will work every time!

Wild 9

Cheat Codes

Play the game until you hit Craterscape. This should be the fourth planet. Play the level and note that there is a "1-Up" behind the first pillar. Once you receive the extra man, press Start, then Select, and press Quit (Select Yes). Then press Start again and "Continue previous game." Go back and repeat the process. You will receive as many men as you wish as long as you continue to repeat the method.

WWF War Zone

Big Head Code

On the Main Menu Screen, press L1, R1 (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here's one of them to get you started:

Big Head Mode:
Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

X-Men Vs. Street Fighter

Tag Team and Full Combo Gauge

Now there's finally a way to switch characters in the middle of the game! On the Main Menu Screen, quickly press Triangle, Triangle, Right, Circle, L1. The EX Option will appear. Now you can choose from Original Mode or EX Edition (the normal PlayStation version). You can also choose a Full Hyper Combo Gauge that resets to Level 3 every time you use it in the game! To be able to switch characters, choose "Original" Game Mode and press Start. Now you must choose Versus Mode from the Main Menu, as the trick only works for two players. On the Character Select Screen, both players must pick the same characters, but in opposite positions. For example, if player one picks Ryu and then Ken, player two must pick Ken and then Ryu. Once you do this, choose your options and go into the game. To switch characters in the middle of play, press L1+R1 simultaneously. If you configured the buttons differently, press both H.Punch and H.Kick buttons at the same time to switch.

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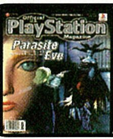

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Elemental Gearbolt Strategy
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Tomb Raider III Metal Gear Solid Strategy Demo Disc includes:
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Resident Evil 2 CD

While you're waiting for Resident Evil 3 to hit the shelves, you may want to refresh your memory on just how atmospheric and creepy RE2 was by listening to its soundtrack. It may not be as scary as a Celine Dion CD, but it's something all Resident Evil fans will have a hard time removing from their CD players. Order a copy at **www.viz.com**.

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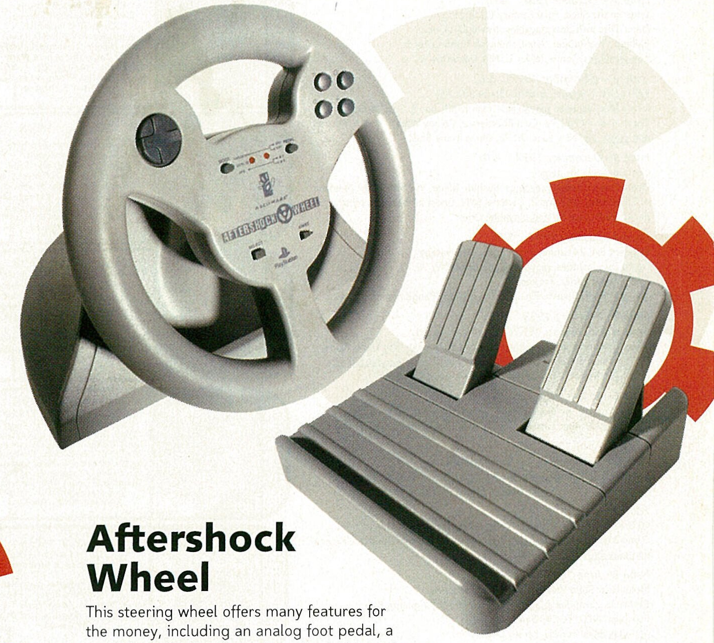
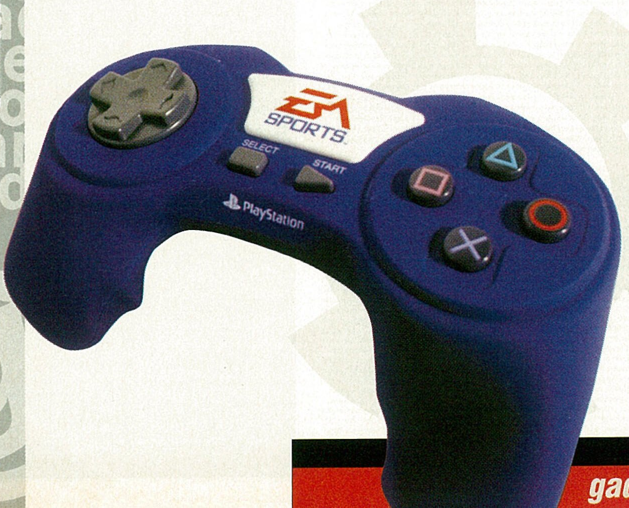


Aftershock Wheel

This steering wheel offers many features for the money, including an analog foot pedal, a small force feedback steering wheel (the angle and size of which provide good control for F-1-type racing games but not so good for Gran Turismo types) and a button setup near the top of the wheel configured much like a standard handheld pad. The Aftershock Wheel is great if you're on a limited budget and want a steering wheel in your hands.

Asciiware $59.99 ⚙⚙⚙



EA Sports Controller

EA Sports' gamepad doesn't have many frills. It's very similar in design to the PlayStation pad, with the main differences being the raised directional pad and the slanted shoulder buttons. The only advantage this controller might give to sports gamers is improved diagonal maneuverability with the raised D-pad. Ironically, the control in most PlayStation sports games is now being enhanced through analog control, something conspicuously absent from this pad. Unfortunately, this omission makes this controller almost completely obsolete.

EA Sports $19.99 ⚙⚙

⚙⚙⚙⚙⚙ **5G No question, this should be in your home**
⚙⚙⚙⚙ **4G Recommended, very cool**
⚙⚙⚙ **3G Pretty good, check it out**
⚙⚙ **2G Below average**
⚙ **1G Very lame**

PIONEER
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SimpleSolution HTV-1

Need a surround-sound system but don't have the space, or the cash, to surround yourself with half a dozen speakers and tons of wires? Well, Pioneer has a budget-friendly system that simulates Dolby surround sound with just a small control center/speaker and a subwoofer (plus a remote control for good measure). The system promises "ease of hookup," so we sent one of our not-so-tech-savvy editors to set it up—which he did in under five minutes. Good so far. Then we all gathered around and played a bunch of games through the system, and while we found it did a nice job of boosting the volume and an adequate job of simulating surround sound, the sound quality was somewhat lacking. The most glaring glitch involved games that used voices, which often came out muddy and sounded like they were "buried" somewhere in the background. Still, if you're tired of playing games or watching TV through tinny built-in speakers and you aren't in need of a top-of-the-line system, you might want to give the HTV-1 a test listen.

Pioneer Electronics $399 ⚙⚙⚙

Syphon Filter

Players	1	**Developer**	Eidetic
Availability	Now	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Action

- ✕ Kneel
- ○ Roll
- □ Fire
- △ Interact
- L1 Aim
- L2 Strafe Left
- R1 Target Lock
- R2 Strafe Right

Stylin' and Profilin'

When you're getting a bit low on the old health-o-meter, find a Flak Jacket. Not only will you recover your full strength, but you'll impress the ladies as well.

This action/adventure game has been talked about for a while now. Many have compared it with Metal Gear Solid, and let's face it, that's darn nice company. Now you can try out 989 Studios' new game, Syphon Filter, and see what all the hype is about.

ARMOR
DANGER
TARGET
COMMUNICATIONS ARRAY

The demo begins with you (as Gabriel Logan) on the city streets that are swarming with enemy agents. To survive, you should do what comes naturally, which should be mowing them down with a stream of gunfire. Of course, it isn't all mindless shooting. You can perform a variety of acrobatic moves as well as target your enemies for more precise kills.

HEALTH
DANGER
TARGET

Picking enemies off the tops of buildings is an important skill in Syphon Filter.

In between the action, there are various objectives that you need to complete. Be sure to explore everywhere. You're bound to find new items as well as your mission objectives. If you see a building with a large glass door, just walk up to it. Gabe has no problem shattering the glass to gain him entrance into the place.

Bust A Groove

Players	1-2	**Developer**	Enix
Availability	Now	**Publisher**	989 Studios
Analog Controller	No	**Genre**	Misc.

- ✕ Press on the 4th Beat
- ○ Press on the 4th Beat
- □ Dodge
- △ Attack
- L1 Not Used
- L2 Not Used
- R1 Not Used
- R2 Not Used

The King of the Beat

To really hurt your foes, attack them as they are nearing the end of a large combo or right before they go into their solo.

Bust A Groove is one of those games that looks kinda lame at first, but once you get the hang of it, it becomes totally addictive. It plays like a cross between PaRappa the Rapper and a fighting game, where you have to dance against an opponent to see who has the best moves.

FREEZE!!
HEAT

Get Heat hot enough and he'll freeze.

This demo lets you play as two of the game's characters, each with his/her own dance style. While the moves are different, the method of controlling them is the same. All the songs in the game are in 4/4 time. During the first three beats of the bar, you need to press the directional pad in the order shown on your side of the screen. On the fourth beat, just press the corresponding button at the end of the bar. When two strings of commands appear, pick one or the other to pull off different moves.

STAGE 1
HEAT
PINKY

Twice during the match, you can attack your opponent by pressing the triangle button on the fourth beat. If you are attacked, press square on the fourth beat to dodge.

Shadow Madness

Players	1	**Developer**	Craveyard
Availability	March	**Publisher**	Crave
Analog Controller	Yes	**Genre**	RPG

- ✕ Action
- ○ Magic Menu
- □ Item Menu
- △ Equipment Menu
- L1 Mini World Map
- L2 Avoid Battle
- R1 Turbo
- R2 Avoid Battle

Run Away! Run Away!

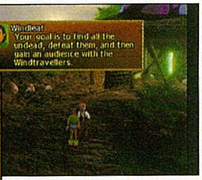
In addition to dodging battles when you hear a growl, you'll sometimes be able to see the enemies on the map. Just don't touch them to avoid the fights.

Crave's Shadow Madness is one of two role-playing games on this month's demo disc, and while it's more conventional than Activision's Guardian's Crusade, it doesn't take itself all too seriously.

The demo begins with two of the game's characters filling you in on the plot details that you've missed. Their snotty attitude and constant bickering should clue you in to the game's overall tone. After the introduction, you take control of Xero Von Moon, a weird, sarcastic floating head, and Harv-5, a very serious mechanical man.

If you've played Final Fantasy VII (and who hasn't?), then Shadow Madness' gameplay should feel rather familiar. Not only do the graphics look similar, with their prerendered backgrounds and polygonal characters, but the battle system plays quite similarly to Square's classic.

One handy feature is Shadow Madness' "battle avoidance system." When you're walking around on the map screen and you hear the growls of a monster, just press and hold L2 and R2. If you can do this quickly enough, you'll dodge the fight.



Windleaf
Your goal is to find all the undead, defeat them, and then gain an audience with the Windtravellers.

Arkose Thug: Defensive Attack
Harv-5
567
Xero
640
600
L1
R1
L2
R2
Guarded
Normal
Aggressive
Special

The text found in Shadow Madness is quite different from the translated fare you're used to.

Fisherman's Bait

Players	1-2	Developer	KCEO
Availability	Now	Publisher	Konami
Analog Controller	Yes	Genre	Sports

✕	Cast/Reel
○	Cycle Views
□	Not Used
△	Not Used
L1	Release Tension
L2	Release Tension
R1	Release Tension
R2	Release Tension

Like a Worm on a Hook

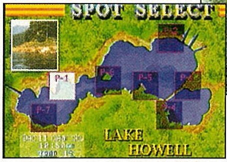
Remember that the various types of bait all behave differently. Be sure you know which one suits the situation best and how you should handle it.

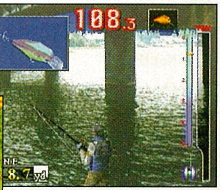
After their hit game Metal Gear Solid, what game would you imagine Konami doing next? A Metal Gear sequel, perhaps? How about another Castlevania game? Maybe even a good Contra game for a change? Well, in actuality, Konami's latest is a fishing game. Stranger yet, it's a ton of fun.

What makes Fisherman's Bait more exciting than your typical fishing game is its arcade-style gameplay. After you pick your fishing location and type of bait, it's you against the clock to bag a worthy fish. Nab a keeper, and you score some extra time. Keep it up until time runs out.

Be sure to play this game with a Dual Shock controller. Frantically spinning the analog stick around and around to reel in a hooked fish almost feels like you're actually fishing. Just remember to give the line some slack when the tension gets too high. Nothing stings more than losing a whopper.

Yep, this game is reel fun. Try it and see why we're hooked (we adore cheesy word play.)





All the fun of fishing without the smell...How can you argue with that?

Akuji the Heartless

Players	1	Developer	Crystal D.
Availability	Now	Publisher	Eidos
Analog Controller	Yes	Genre	Action

✕	Jump
○	Attack with Claws
□	Activate Spells
△	Change Spells
L1	Rotate Camera
L2	Crouch
R1	Rotate Camera
R2	Sniper Mode

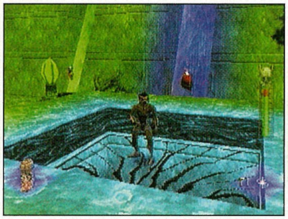
Snipe Hunt

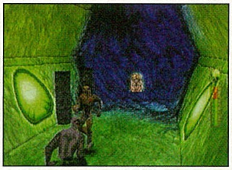
Like almost every game nowadays, Akuji features a sniper mode. Simply hold down the R2 button to zoom in on your enemies and deliver a long-distance spell.

One quick peek at our Top 20 list should prove to you that 3D adventure games like Metal Gear Solid and Tomb Raider III are all the rage. Crystal Dynamics (the good folks who brought us Gex: Enter the Gecko) is satisfying our need for 3D once more with their latest game, Akuji the Heartless.

This game is based on the Enter the Gecko engine, but it's a much darker game than the lizard king's. You control Akuji, a poor sap who has had his heart ripped out of him by his evil, voodoo priest brother (hence the Heartless part of the title). As if that weren't annoying enough, you must fight your way through the treacherous underworld.

To defend yourself, you have some handy retractable claws that you can use to slice your foes in two. If you need a more long-range attack, simply look for the giant floating skulls. They will give you magic power-ups that you can use to cast spells on unwary enemies.





Lots of dark environs and creepy creatures populate Akuji's world.

No One Can Stop Mr. Domino

Players	1-2	Developer	ArtDink
Availability	Now	Publisher	Acclaim
Analog Controller	No	Genre	Puzzle

✕	Place a Domino
○	Place a Domino
□	Place a Domino
△	Place a Domino
L1	Not Used
L2	Not Used
R1	Not Used
R2	Not Used

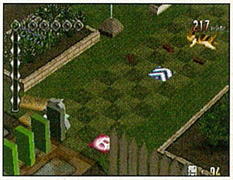
He Is Unstoppable!

Beware the reset switches. If you accidentally hit one after you have carefully set up a line of dominos, you must start all over again.

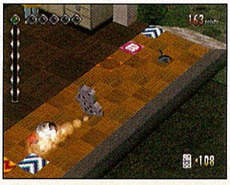
Surely you've heard us rave about this strangely named game. You've probably even seen the ads featuring the cute, anthropomorphic domino. But just who is this "Mr. Domino," and just why oh why can no one stop him? It's probably a question best left unanswered.

Mr. Domino is a strange sort of action/puzzle game in which you control the domino himself as he journeys through various environments, leaving a trail of dominos in his wake. Once he circles back to the beginning of his trail, he begins to knock over the line of dominos. If you've laid them out properly, you can activate switches that cause reactions throughout the level. It's like a strange sort of interactive Domino Rally.

In this demo level, you must guide Mr. Domino through a house, avoiding obstacles and activating switches that will lead to the comical injury of several innocent family members. Why does Mr. Domino feel the need to do this? Do not question the motives of Mr. Domino! No one can stop him!



After seeing what happens to the people in this house, you'll never invite Mr. Domino over for dinner.



Street Sk8er

Players	1-2	**Developer**	Micro Cabin
Availability	March	**Publisher**	Electronic Arts
Analog Controller	No	**Genre**	Sports

✕	Jump
○	Speed Up
□	Brake
△	Not Used
L1	Change Stance
L2	Not Used
R1	Change Stance
R2	Not Used

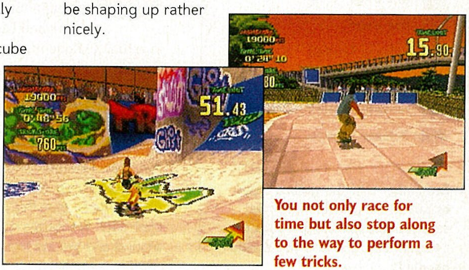
Skate or Die

You can execute tricks by hitting the jump button and the D-pad at different points on the ramp. Experiment to get high scores.

If there's one sport that has been grossly underrepresented in the video game world, it would have to be skateboarding. Think about it. What was the last really good skateboarding game? Well, EA is hoping to bring back all the fun of gleaming the cube with the awkwardly named Street Sk8er.

In this demo, you can choose from two different skaters, each with his/her own attributes. You get to race in the Free Skate Mode, where you must tear down a course, building up speed and jumping off ramps in an attempt to pull off various tricks and earn big points. As you're doing all of your tricks, don't forget about the clock. You must reach the checkpoints on the track in order to earn more time.

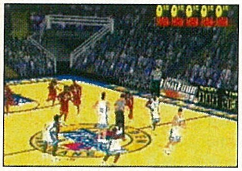
When the final version comes out, there will be hidden paths and other secrets that will be revealed once you complete the courses. This game looks to be shaping up rather nicely.



You not only race for time but also stop along to the way to perform a few tricks.

NCAA Final Four '99

Players	1-2	**Developer**	989 Studios
Availability	Now	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Sports



The game looks much better than the grainy video shows.

Yeah, we know that we brought you a video demo of 989 Studios' first college basketball game last month. Still, here's another look at it just in case you missed it and wanted to see what it's all about.

Just one peek at this game will show off the smooth animation and incredible detail that has gone into making the courts and the players look just like the real thing. The full version of the game features more than 300 NCAA division I-A teams for you to choose from.

Controlling all those players has been made that much easier with the newly developed TouchShooting system. This new method of controlling shots gives you much more precise control over where you throw that little orange orb.

Guardian's Crusade

Players	1	**Developer**	Tamsoft
Availability	March	**Publisher**	Activision
Analog Controller	Yes	**Genre**	RPG

At the very least, this RPG definitely has its own unique look and feel.

There's been plenty of role-playing games for the PlayStation, but perhaps none of them has been so curiously cute as Guardian's Crusade. Most RPGs feel the need to take themselves rather seriously (sometimes too seriously), but Guardian's Crusade seems to thrive on its uniqueness.

In Guardian's Crusade, you control the standard RPG knight character—the difference is that joining you on your quest is an adorable pink monster. This lovable little guy will actually fight alongside you in battle if you can properly take care of it. This involves feeding, praising and all sorts of other Tamagotchi-like commands.

Fireball
Name
Hp/max
PP/max
Attack!

In addition to the feisty little critter, you can also collect "Living Toys" during your journey. These things will perform a variety of functions such as healing you or attacking your foes.

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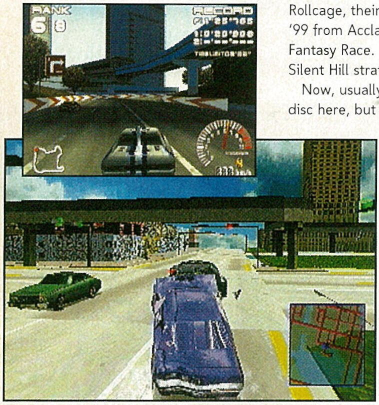


Big-Name Games And Demos

There's a lot of recognizable games coming down the PlayStation pipeline, and next month you can expect to read about a bunch of really cool ones. You won't want to miss out on the first new information on Psygnosis' WipeOut sequel in addition to finding out what their plans are for games throughout 1999. But that's not all! We'll also have updated previews of Final Fantasy VIII, 3Xtreme, NBA ShootOut '99, Need For Speed: High Stakes, MLB 2000 and Soul of the Samurai, as well as in-depth coverage of Driver, the race-chase game being created by the same developers that created Destruction Derby.

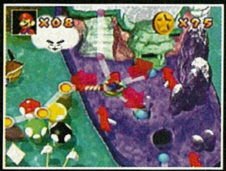
But we're not just about previews, of course. There's plenty of games that we'll be taking a critical look at, such as Psygnosis' surprising new racer, Rollcage, their new shooter, Blast Radius, Bust-A-Move '99 from Acclaim, Army Men 3-D, and Bomberman Fantasy Race. And be sure to check out our in-depth Silent Hill strategy guide!

Now, usually we don't like to mention the demo disc here, but next month warrants it. **Playables of R4: Ridge Racer Type 4, Rollcage and WCW/NwO Thunder** grace the next *OPM*, ensuring that it will be a huge issue you absolutely must not miss!

Ever want to be involved in a Hollywood-esque cops-and-robbers car chase? Well Driver gives you that chance.

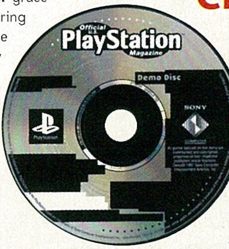
ELECTRONIC GAMING MONTHLY™

Traditionally there would be some hint of an April Fools gag for the next issue of *EGM*. But after the sacks of hate mail we received last year for the GoldenEye trick, we've decided to keep quiet this year. No doubt something will cause offense...but let's hope it isn't the main theme of the next issue—the *EGM* Awards. Both the Editors' Choice and the Readers' Choice recipients will be revealed next month in an all-star gala spectacular complete with booze, drugs, rock-'n'-roll and dancing girls. Or maybe just a lengthy and witty collection of musings about the best of 1998. Also watch out for the first of 1999's big games—Silent Hill, Mario Party and more hockey and basketball games.



On sale March 9

Not only is Final Fantasy VIII set to be released in Japan any day, but we'll also have an on-set report from Square's production of the Final Fantasy movie.



Check Out Our Next Demo Disc!

playables
R4: Ridge Racer Type 4 • Rollcage • Rugrats • WCW/nWo Thunder• WarZone 2100

non-playable
Legend of Legaia

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EXPERT GAMER™

It's no joke that the April issue of *XG* will be packed with cool guides for Soul Reaver, Vigilante 8 and more!

You would have to be a fool to miss the next issue of *XG*. First, see how Vigilante 8 for the Nintendo 64 compares with the PlayStation version, plus find out about the added extras like the Deathmatch Mode. Next, *XG* finally has the strategy on Soul Reaver. The guide will pinpoint trouble spots as well as give helpful hints on how to conquer this game. And in the Legend of Legaia strategy, *XG* aids you in your quest to stop the weird mist with detailed maps and advice on monsters and bosses!

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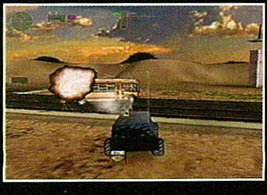

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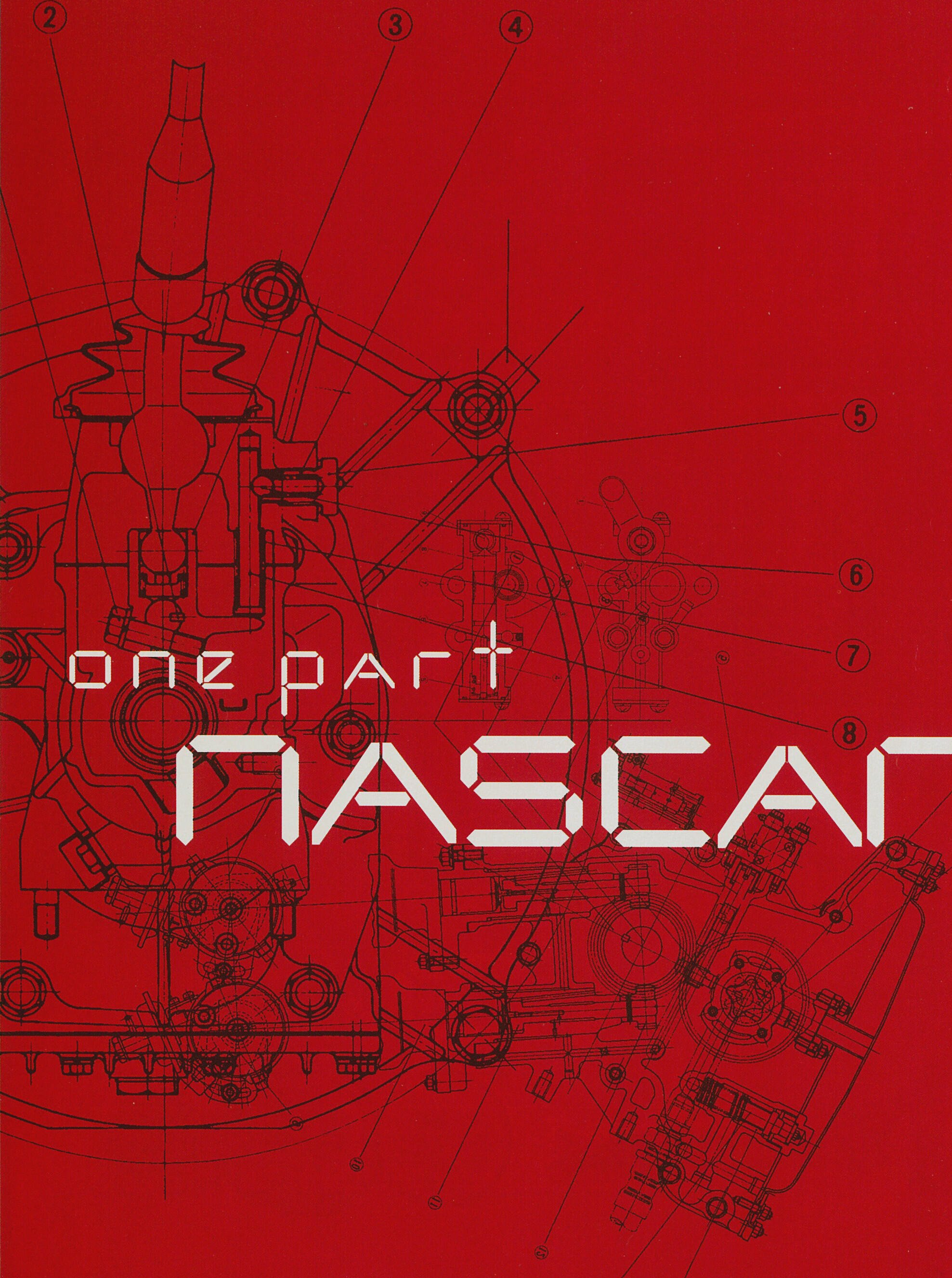

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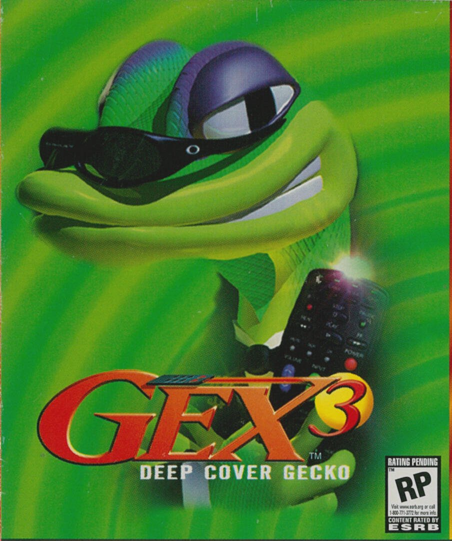
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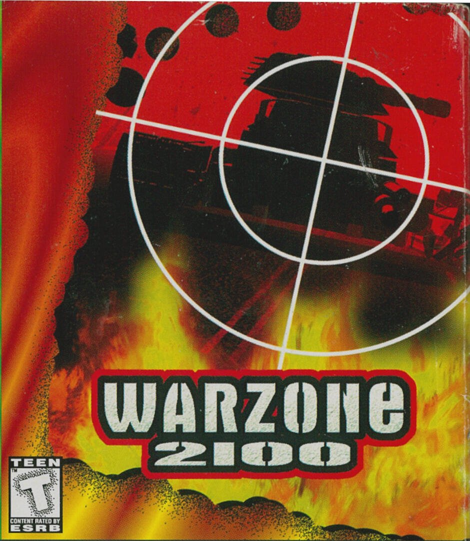
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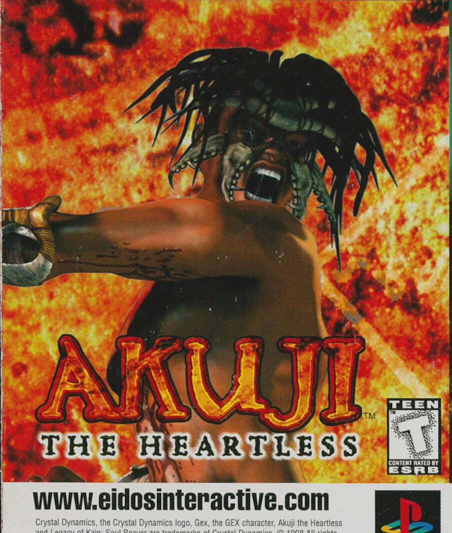
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